

No. 1
FOR AMIGA
GAMES

#014 NOVEMBER 1990
UK £1.95

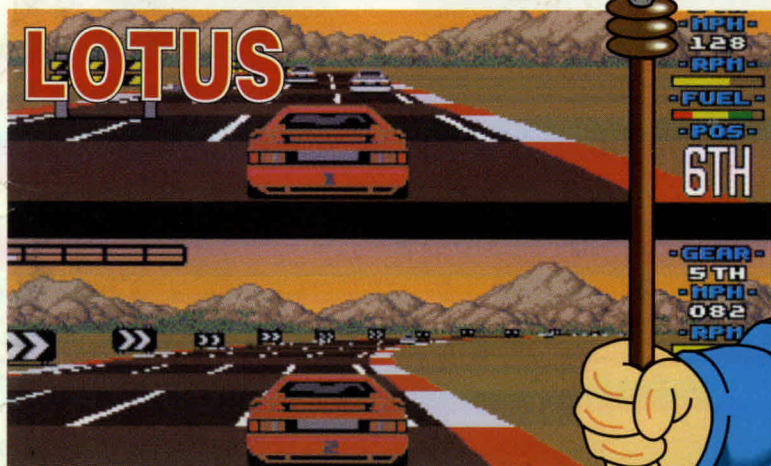
AMIGA ACTION

100% COLOUR!
100% AMIGA!
100% ACTION!

★ WIN! JAMES BOND GOODIES!

★ FREE INSIDE - POSTER!

LOTUS

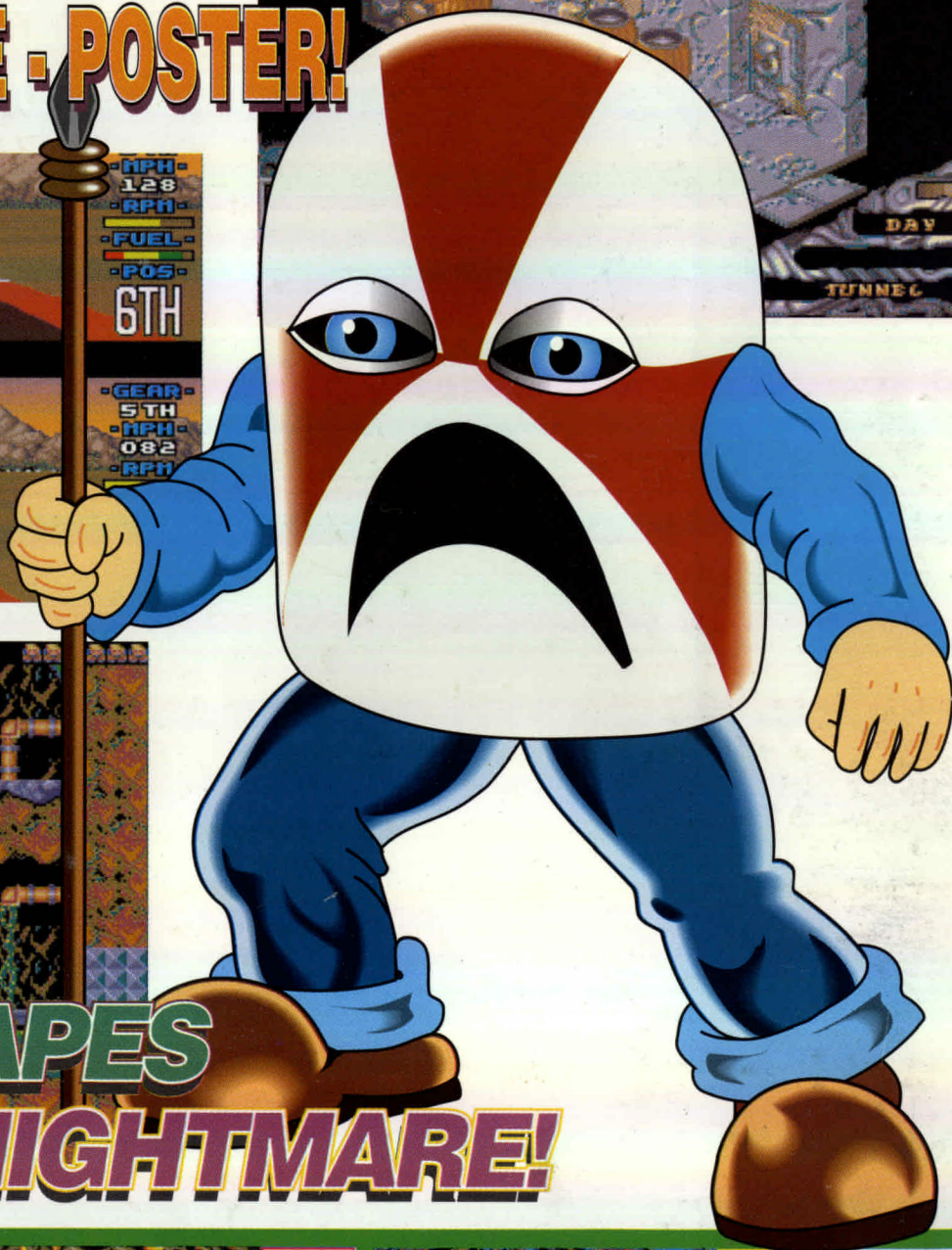
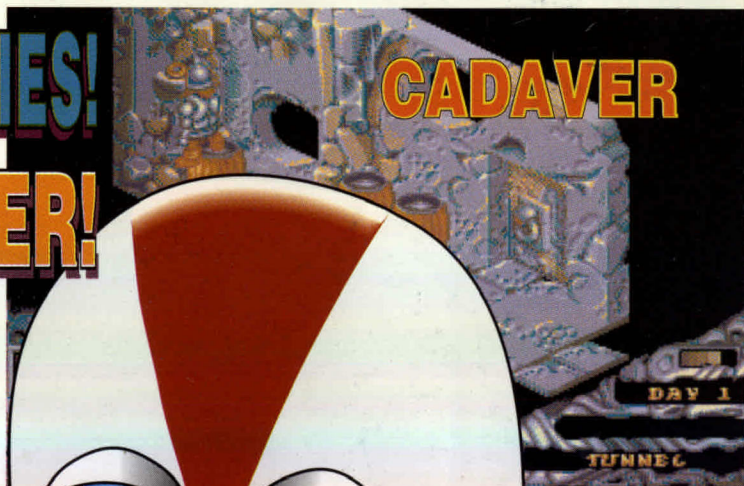


RICK DANGEROUS II



JUNGLE JAPES
VOODOO NIGHTMARE!

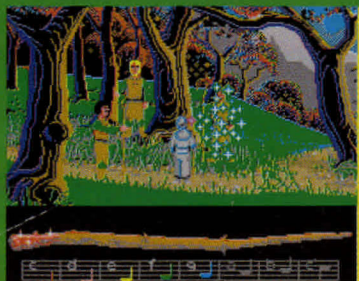
CADAVER



INDY 500



SAINT DRAGON



LOOM

ISSN 0957-4050
11
9 770957 405982

SCHWARZ

STARS IN THE MOVIE - NOW

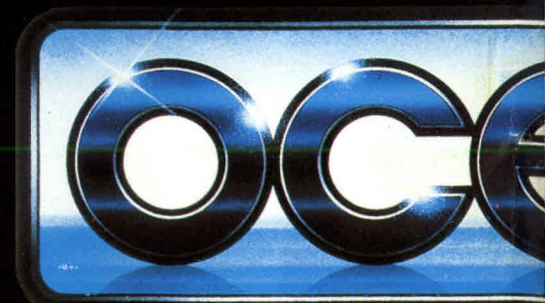
TOT REC

AS DOUG QUAID YOU HAVE BEEN
HAUNTED BY RECURRING DREAMS
OF ANOTHER LIFE ON MARS. YOU
ARE DRAWN TO REKALL INCORPORATED,
A UNIQUE TRAVEL SERVICE SPECIALIZING
IN IMPLANTING FANTASIES INTO THE MINDS
OF THOSE WHO DESIRE TO TURN THEIR
DREAMS INTO REALITY.

THE GOTRIP OF A LIFETIME

YOU MUST TRAVEL TO
YOUR TRUE IDENTITY
A JOURNEY OF NON-
MUTANTS, FUTURISTIC
ARRAY OF WEAPONRY ALL
EXECUTED GRAPHICS
COMPLIMENTS THE

YEAR'S T



ocean

ENERGIZER

YOU STAR IN THE GAME...

TAL ALL

EXPERIENCE THE HORROR
AS YOUR DREAMS TURN INTO
HIDEOUS NIGHTMARES.
SUDDENLY YOU'RE EVERY MOVE IS
MONITORED BY WOULD-BE ASSASINS,
YOU DISCOVER THE SURREAL TRUTH -

**YOU'RE NOT YOU -
YOU'RE ME**

MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE
OP M MOVIE



©1989 CAROLCO PICTURES, INC.

ESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

FEATURES!!!

BOGGIT'S DOMAIN.....	21
DOMARK COMPO	42
GTGA BEAST II	31
GTGA SMALL TIPS	28
GTGA OPERATION STEALTH	35
GTGA POKES	40
GTGA TIME MACHINE.....	38
MAIL ORDER	132
NEWS.....	4
READERS LETTERS	26

REVIEWS!!!

ADIDAS SOCCER.....	76
APPRENTICE.....	90
ANARCHY.....	74
BATLEMASTER.....	84
CADAVR.....	44
INDIANAPOLIS 500.....	62
LEGEND OF THE LOST.....	54
LEGEND OF FAERGHAIL	80
LOOPZ.....	82
LOOM.....	108
LOTUS.....	50
ORIENTAL GAMES	88
PANG.....	58
PLEXU.....	48
POOLS OF RADIANCE	72
RA.....	66
RAN XEROX.....	52
RICK DANGEROUS II	68
ROGUE TROOPER	60
SAINT DRAGON.....	94
SIMULCRA.....	98
SUPREMACY	104
VAXINE.....	78
VOODOO NIGHTMARE	56
WINGS OF FURY	64

CREDITS:

PUBLISHED BY:

INTERACTIVE PUBLISHING LTD,
'EUROPA HOUSE', ADLINGTON PARK,
ADLINGTON, MACCLESFIELD,
CHESHIRE. SK10 4NP.
TELEPHONE: (0625) 878888
FAX: (0625) 879966

PUBLISHER: HUGH GOLLNER

EDITOR: STEVE MERRETT

ART EDITOR: JANE GOLLNER

COVER GRAPHICS: STEVE WHITE

CONTRIBUTORS: DOUG JOHNS,
ALEX SIMMONS, MICHELLE BOWDEN,
ANDY MITCHELL.

SUBSCRIPTIONS: (051) 357 2961

ADVERTISING MANAGER:

JANE CONWAY

ADVERTISING EXECUTIVE:

NIKKI TAYLOR

TEL (0625) 859555 FAX (0625) 879966

COMPETITION RULES

All prizes are offered believing them to be available. If, however, a prize is unavailable we reserve the right to substitute a prize of comparable value. No cash alternatives will be given. Results will be published as soon as possible. Employees of Interactive Publishing Limited and companies participating in competitions are not eligible to enter.

CONT

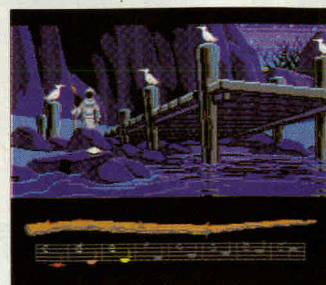
CADAVR

The Bitmaps return with a mysterious 3D arcade/adventure just waiting to be explored.

44



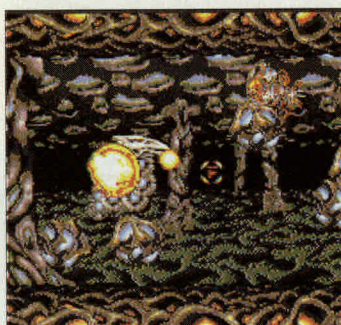
LOOM



Following up the likes of Maniac Mansion and Zak McKracken can't be easy, but Lucasfilm manage it easily with their most original product yet.

108

SAINT DRAGON



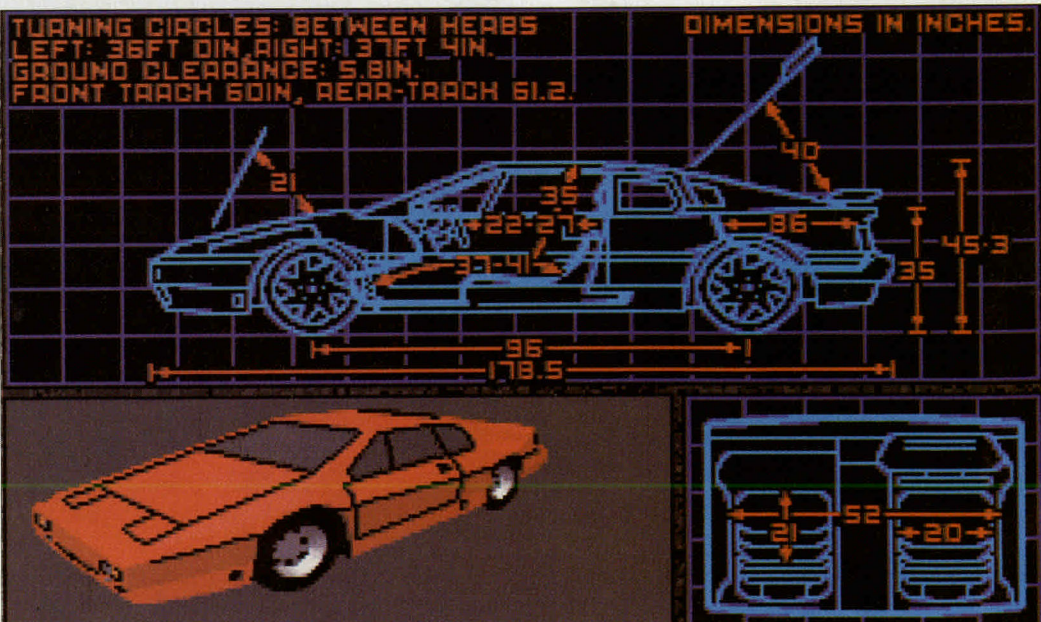
The Sales Curve's first solo project under their new Storm label is a conversion of the popular Jaleco coin-op.

94

LOTUS ESPRIT CHALLENGE

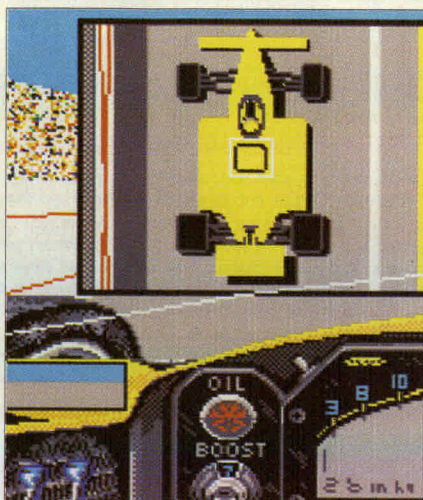
Gremlin return to the excitement of the race track, this time seated within the confines of an expensive Lotus, and what a fantastic motor it is!

50



ENTS

INDIANAPOLIS 500



Converted from the incredible PC version, Indianapolis 500 stuns us with its superb playability and its stunning fast-moving graphics.

62



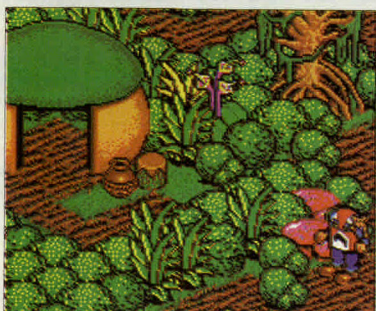
10/10 FOR ORIGINALITY...

The software industry event of the year is well and truly over, and while it came as a slight disappointment, it gave you all a valuable chance to take an early peek at all the forthcoming Christmas titles. Like me, you may also have noticed that there aren't half as many licences this Christmas as there were last year - a good thing or a bad thing? Maybe it means that we will start to see more original products. Certainly, even the larger companies, such as U.S. Gold and Ocean - as well as producing their usual spread of movie and coin-op tie-ins - are currently developing original games, and from what we have seen of the likes of Battle Command and Vaxine, it looks like they can produce original stuff just as well they can convert licences. That said, the licences we saw on demonstration - with the odd exception - looked to be much better than most of the ones we saw last year. With this nice balance, it's going to be one hell of a Christmas!

VOODOO NIGHTMARE

Our cover feature is a brilliant arcade/adventure written by Zippo 'Cosmic Pirate' Games and released by Palace. 'It's well wiggly' - or so they say!

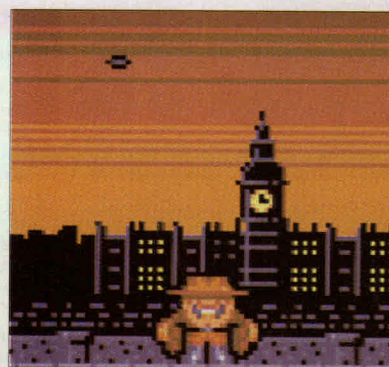
56



RICK D 2

That well-known hero and doer of good things, Rick Dangerous, returns in another Earth-shattering adventure in which he is pitted against the evil Fatman.

68



POOLS OF RADIANCE



Once again, SSI produce the goods all RPG fans yearn for - this time in the shape of this prequel to Champions Of Krynn.

72

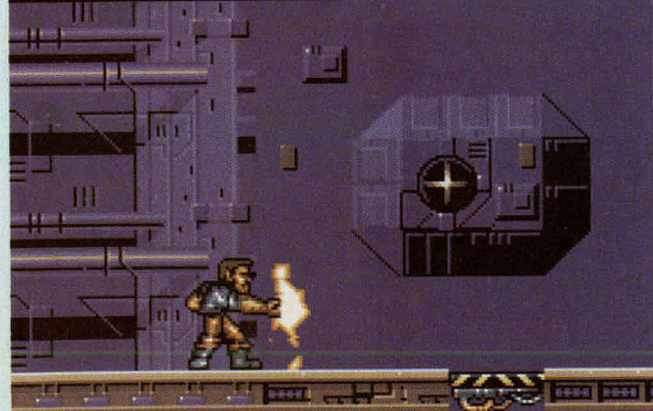
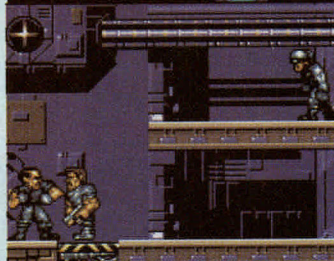
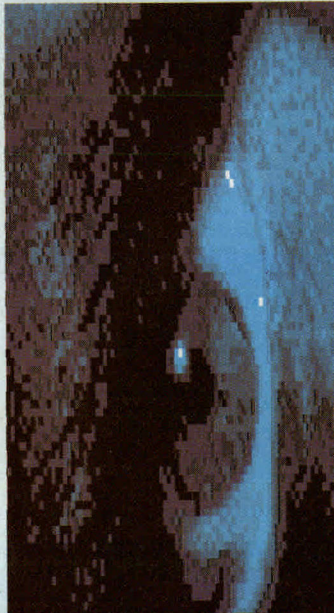


BATTLEMASTER

Imageworks and PSS team together and, in the process, have come up with one of the more original RPGs to have surfaced of late. Using arcade-style graphics, it sports a massive task.

84

OCEAN GET NARC-ED



Announced way back in April, Ocean's biggies for Christmas are now starting to shape up. As well as the like of Robocop II and S.C.I. (Chase HQ II), the Mancurian giants are also set to release the long-awaited conversion of Eugene Jarvis's NARC and the equally hot Total Recall licence.

Looking a little similar to Gyzor and Midnight Resistance, NARC is roughly a month away from completion. The team working on it are Random Access, and they have been beaver away on it for five months. The game is a multi-stage horizontally-scrolling shoot'em-up, in which one or two players control two

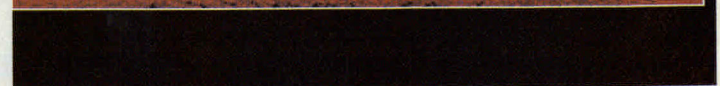
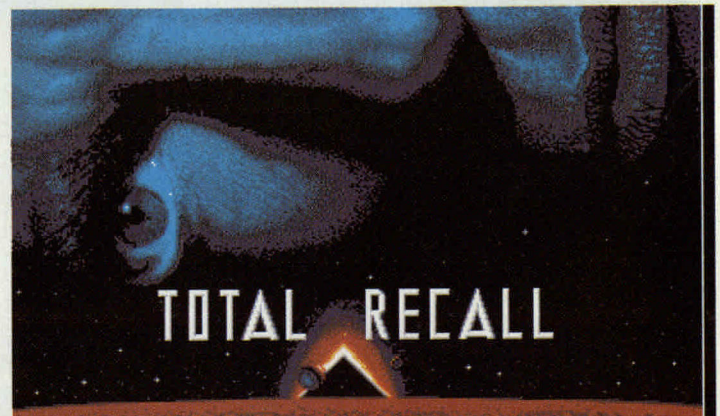
cops of the future as they round up and waste literally hundreds of fugitives. The conversion is looking extremely faithful to original Eugene (Defender, Stargate) Jarvis coin-op, with the futuristic graphics looking pretty much spot-on and the fast-paced blasting action captured pretty accurately, too.



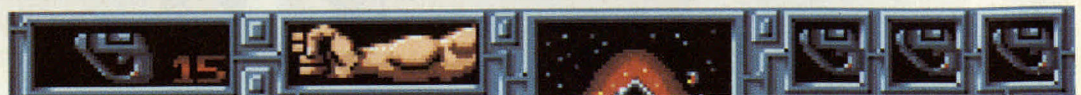
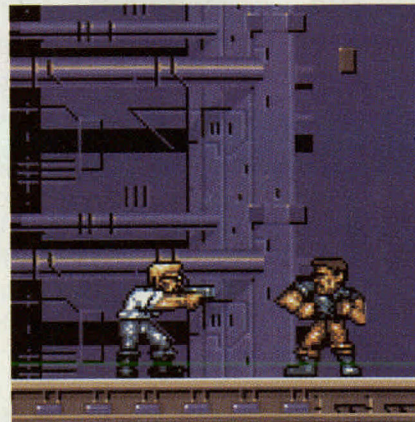
The evil crooks can be rounded up in one of two ways - either by touching them so that they float magically off the screen, or by plugging them full of holes. Along the way, you can pick dropped coins which allow you to purchase a number of better weapons and these make your task considerably easier. In all, there are eleven levels, and despite its violent nature, Ocean bill NARC as a game with a conscience, and you can expect a full review, hopefully, next month.



Also shaping up rather nicely is Ocean's five-stage adaptation of Arnie's block-busting Total Recall. In case you somehow missed the film, Recall is an action-packed movie set on a colonised Mars. Big Arn plays Doug Quaid a hunted man who has found out that his life is a complete sham decided for him by an unknown enemy. In finding out, Quaid makes himself very unpopular with the authorities who aim to put him out of the picture. Quaid heads for the politically unstable red planet in the hope of freeing it from the tyranny of the government, but a wide range of mutated colonists, guards and assorted mobsters stand between him and his dream.

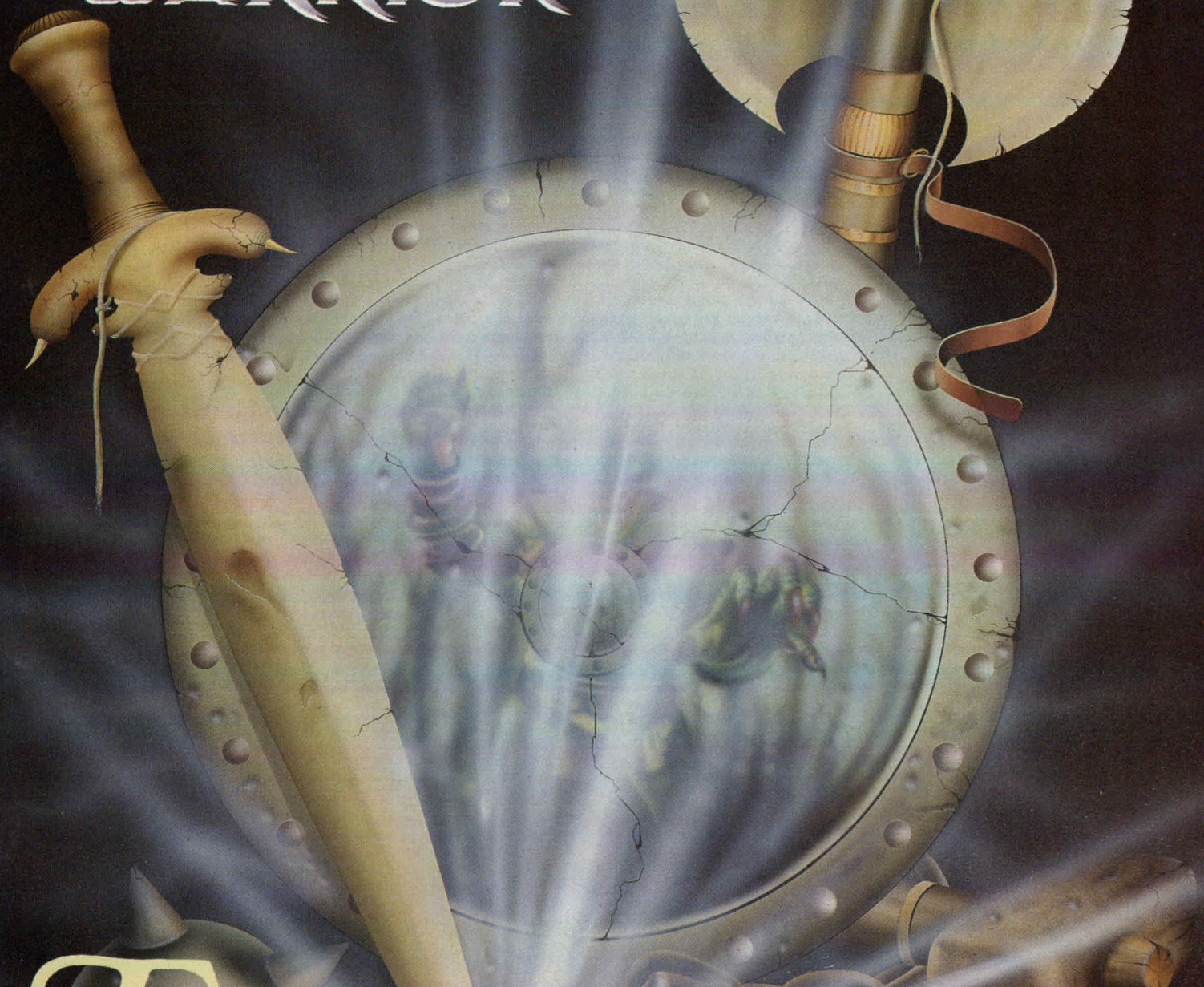


The game is split into five levels and covers some two-hundred screens. You control Doug Quaid and must guide him safely through the platform and ladder-filled levels, collecting assorted objects along the way. These items will then allow you to enter previously inaccessible areas of the game - such as the eye-popping surface of the planet - and blow away the pursuing collection of mutants and guards in the process. In between this action, you will be treated to digitised scenes from the film as the story unfolds, but for more info stay tuned for the full review next month.



TORNJAK

THE WARRIOR



EVIL LINGERS ALL AROUND...

For five years the Necromancer has reigned terror over the land. Defy his hordes of evil minions to avenge the massacre of your people.

AVAILABLE ON
ATARI ST AND COMMODORE AMIGA AT £24.99
SCREEN SHOTS TAKEN FROM ATARI ST VERSION



CORE
DESIGN LIMITED



Suite C Tradewinds House 69/71A Ashbourne Road Derby DE3 3FS Telephone: (0332) 297797 Facsimile: (0332) 381511

RAINBOW ARTS -

German software house, Rainbow Arts, have had their past products distributed by several companies in the past - and not without their fair share of controversy, either! With games like *Great Giana Sisters* and *Denaris* behind them, they are now marketing the products themselves. Here's what to expect within the next few months...

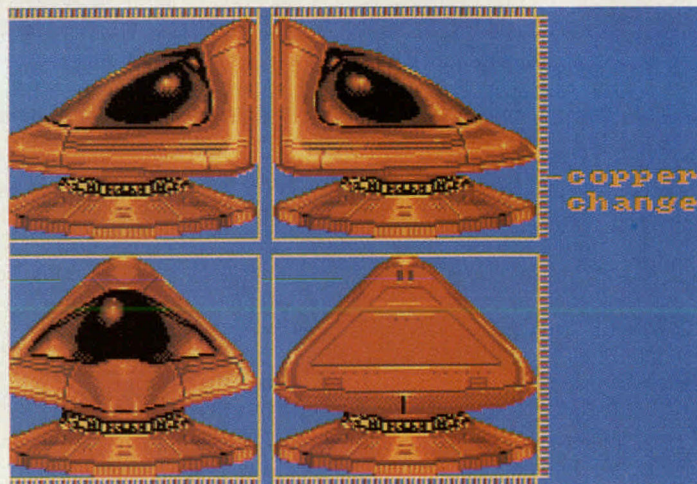
THE ULTIMATE FUTURE SPORT?

Before they became reknowned for quality adventures like *Indiana Jones and Maniac Mansion*, Lucasfilm Games used to produce some of the best arcade games a C64 owner could buy. These games - *Rescue On Fractalus* (AKA *Behind Jaggi Lines*), *Koronis Rift*, and *The Eidolon* - were the first to use fractal graphics, but they also boasted some of the best gameplay the humble 64 had seen. However, with the advent of *Ballblazer*, Lucasfilm

surpassed themselves - and now Rainbow Arts will be releasing the eagerly-awaited Amiga version sometime in November.

A sport of the future, *Ballblazer* is played on a 3D scrolling pitch, within which two metallic droids battle it out furiously in an attempt to gain possession of a small globe-like ball, and slam it into their opponent's goal - simple, but addictive.

On the 64, *Ballblazer* stunned everyone with its silky smooth 3D update, and now it seems that the Amiga version is going to be ten times as good. Once again, Lucasfilm are at the helm, and *Masterblazer - Ballblazer II* will boast extremely smooth graphics and better sound effects, whilst not sacrificing the simple but addictive gameplay that made the first game so popular. The major updates have been made on the Rotofoils (the droids that chase the ball) and on the chequered pitch which now scrolls at a tremendous speed. In addition, the game now sports an eight-player tournament mode and an impressive opening sequence depicting a roaring crowd.



The Rotofoils now sport detailed markings, but they still use the same control method. You view the match through your 'Foil's viewscreen, and must chase the ball whilst keeping an eye out for your opponent.

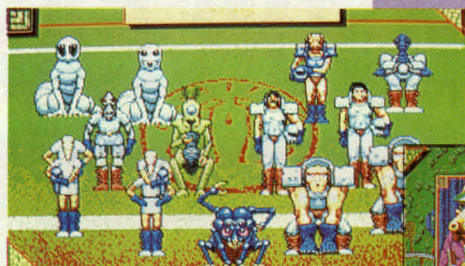
The lone goal is situated at the end of the chequered pitch, and scoring is simply a matter of collecting the ball and shooting it through the goal posts. Surrounding your 'Foil is a force field, within which you must ensnare the ball, although by bumping into you whilst pressing fire, your opponent can attempt a tackle. Also, just to make things harder, the goals shrink as the match progresses.

MEAN BUSINESS!

Fans of Belom Booting and other Grand Monster Slam-style events will be pleased to know that Rainbow Arts have got a new zany sports game on the way. M.U.D.S (which stands for Mean Ugly Dirty Sport, by the way) is billed as the Monster Player Manager, with the humour and gameplay of Slam carried over but with a new managerial aspect added.

MUD, MUD, GLORIOUS MUD...

Set on the planet GholdD, M.U.D.S is a dangerous sport played by two teams of five and involving a living frisbee who bears a striking resemblance to a flattened Belom. Basically, the pitch is split into several lines, and at each end there is a bucket. Using whatever dirty methods you feel necessary, you must run or throw the frisbee-like creature until you can slam it in the bucket. However, as in Slam, that is easier said than done.



In addition to the on-screen battling, worse scenes can be seen on the edge of the pitch. The player managers can bribe, cheat and fight, as they encourage their teams. And to earn money for future matches and to pay the players, bets can be made on who will win. However, betting on your team can prove risky, so for novice managers and players it may be better to bet on your opponents.



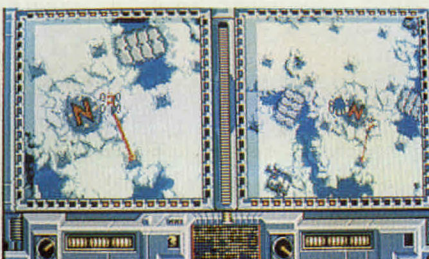
Each match is viewed from overhead, with the pitch scrolling vertically as it follows the action. The player nearest the ball falls automatically under your control, and the joystick is used to run, jump, throw and foul, as you get the disc creature to your opponent's bucket. Expect a full review in a month or two's time.



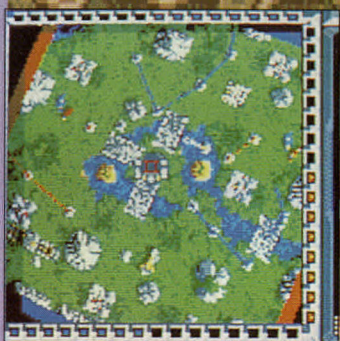
TANKS A LOT

Using a system not dissimilar to that of U.S. Gold's Rotox and Operation Harrier, comes Rotator, a two-player tank game which involves linking a number of generators together to boost their flagging power.

The levels are made harder with the advent of snow and more ground-based obstacles. As the trail of cables is left behind you, your progress is slowed down by the resulting tension, and can only be relieved once they have been successfully linked - a feat which is made harder with the addition of trees and bridges.

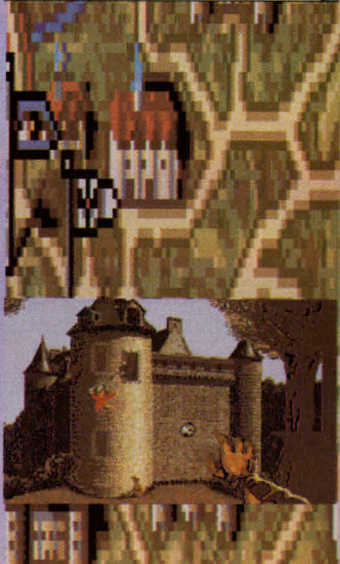
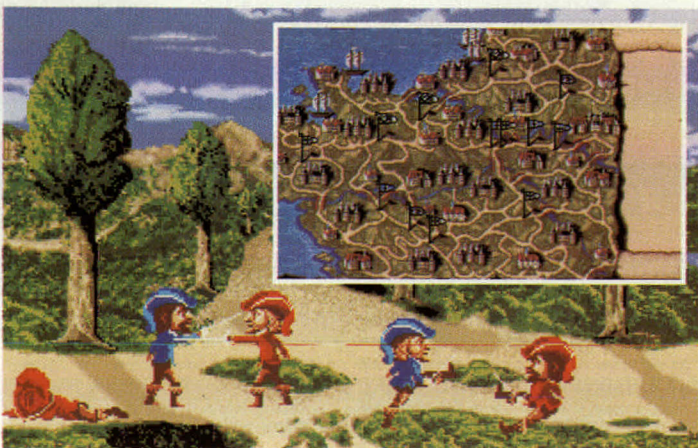


To accommodate the two-player mode, the screen is split vertically into two separate play areas. Within each, the two players' tanks can be viewed as they go their separate ways, linking the generators to the smaller pill-boxes with one of the four cables they can carry. Once all the pill-boxes are linked, the level will be complete.



ALL FOR ONE, AND ONE FOR ALL

Yes, they are on their way - those dare-devil Musketeers will be making their Amiga debut in a new arcade/adventure. Graphically similar to Ocean's Ivanhoe, the game involves buckling your swash and battling it out with various evil forces as you attempt to protect your honour and your country. A number of attractive still screens interrupt the action but very little else is known at present as the game is still early in its development - what we do know, though, is that there WON'T be a section involving boozing Ollie Reed under the table - if there was one, it would go on for too long anyway!



SHOW TALK

KRISALIS

Obviously Rogue Trooper and Mariati were the centre of attention, but Krisalis also unveiled their Hill Street Blues game and announced that they are going to be distributing Goliath's Boxing Manager sim.

Both will be released in November, with Hills taking a strategy slant as you attempt to keep LA's crime rate down to a sensible and acceptable level. Overseeing the actions of the TV show's characters, you must deploy certain characters to certain situations depending on their characteristics - for instance, you wouldn't send a SWAT team to stop someone jumping off a high building.

With Boxing Manager, Krisalis are basically re-releasing the game having secured the rights from Goliath earlier this year. Finally, on the morning of the first trade day, they also secured the rights to produce a game based on and around the World League Of American Football. Don't hold your breath, though, it won't be released until next season.



RAINBOW ARTS

Not a lot to comment on, really (see separate news item), but their stand had all their forthcoming products on show, including Masterblazer, Ra!, and Apprentice.



THE GREATEST SHOW ON EARTH?

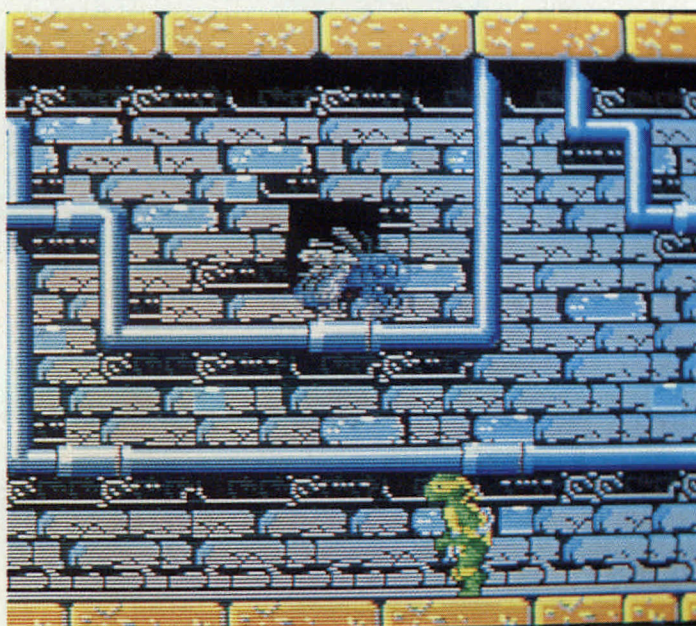
Well, no not really, it has to be said that the ECES show was a bit of a let-down. Granted it was better than the last two shows, but it still seemed to lack that vital spark. Still, it was a good chance to meet you and take a brief look at what the Soft Co.s have up their corporate sleeves for Christmas.



MIRRORSOFT

With Turtle Power shattering everyone's ear drums, it was easy to guess which game Mirrorsoft was plugging the most. Every forthcoming game was on show, including the eagerly-awaited Speedball II and there was a first

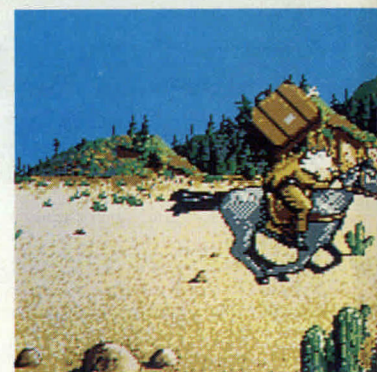
glimpse of Predator II (although the graphics on show are going to change at a later date). In addition, to jolly the proceedings up, two turtles were doing the rounds taking people's minds off their aching feet.



Doing their bit for PR were two Ninja/Hero Turtles. As Partners In Kryme's Turtle Power played over and over again (and again, and again) they bopped around and mauled as many people as

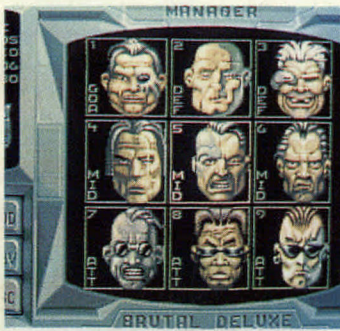
possible. On the game front, Probe are just putting the finishing touches to their additions to the original Konami game, and expect a review next month.

Fans of Dungeon Master will be pleased to know that the long-awaited sequel, Chaos Strikes Back is DEFINATELY on its way - and with several enhancements over the ST version, too. FTL have decided to improve the graphics by adding new creatures and more animation, and the overall effect is very impressive. We sent Steve Kennedy to talk to the programmers, so read next month's Boggit for a report.

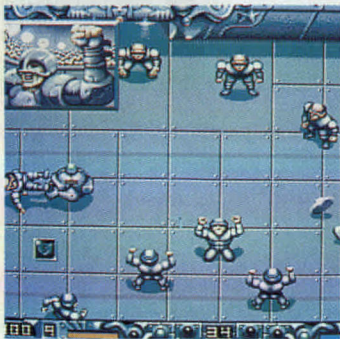


After the disappointing Back To The Future II, Imageworks are following it up with - logically enough - BTTF III. Written by Probe, the game is a four-stage romp, which features a number of derivative sequences. The first stage sees Doctor Emmet Brown riding along a scrolling stage leaping over various





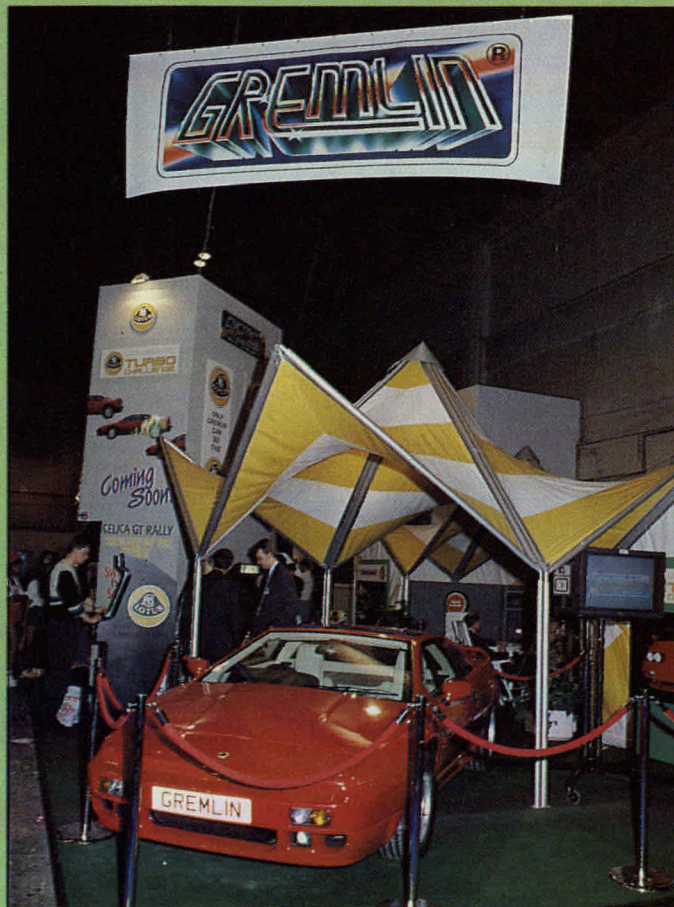
Also on show were the much-touted Amiga versions of *Duster*, *Speedball II*, *Killing Cloud*, and *Flip-It And Magnose*. And just announced were *Champion Of The Raj*, a game set in India in the 1800s and written by Level 9; the *Omicron Conspiracy*, a humorous adventure set in a futuristic galaxy, and *Crash Course*, a *Hard Drivin'*-style racing game written by Spectrum Holobyte.



obstacles on his horse. From what we have seen it looks very similar to an old Mastertronic game called *Kane*, but later levels incorporate vertically-scrolling shoot'em-up levels to add variation to the action. It's still quite a way from completion, but more news as we get it.



GREMLIN

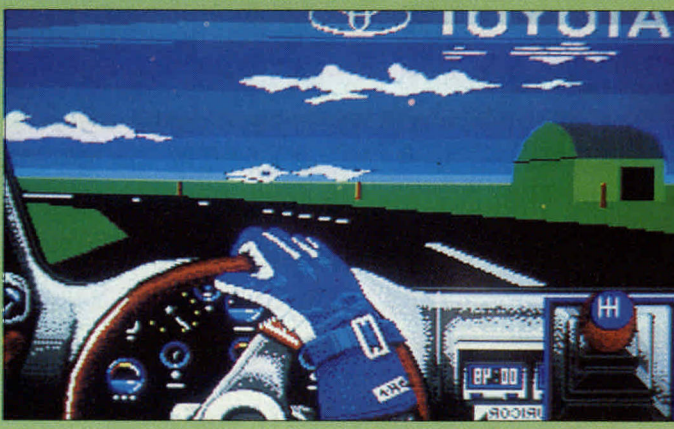


Gremlin are proving themselves to be the masters of the race game, and they added another string to their already-impressive bow by securing the licence to the Toyota Celica rally cars. On the stand they had a rather swish-looking Lotus and on show was a Lotus challenge in which two people could race against each other on a specially-built arcade machine for the best time - the best of which would win someone 100 quid.

Also, all of *Gremlin's* recent releases were on show, including the rather good looking Toyota which, although only recently announced, is shaping up rather nicely. The game is viewed as a *la Lombard Rally*, but the update is much faster, and there are a number

of little touches, such as windscreen wipers and the various weather conditions, which raise the game above its competitors. Featuring speech and an intelligent navigator, expect a full review soon.

Finally, we also got a sneak preview at *Gremlin's Lil' Devil*, a cartoon-quality game, written by an ex-member of the Sullivan/Bluth team. Starring a trapped devil who wants to escape from Hell, you must negotiate a number of sub-games before escaping to the world above. Although the demo we saw was only short, it is already obvious that it is going to be one to keep an eye on. Again, more news as we get it (that must be the most overused phrase this month!).



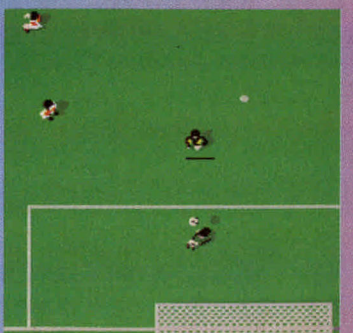
SHOW TALK INFOGRAMES

Another low-key affair, Infogrames had the likes of *Mystical* and *Alcatraz* on show, and they also announced *Genghis Khan* and *Bandit Kings Of Ancient China* - two strategy games. Both are high-brow war games which involve conquering all around you, and both use the same gameplay system which features the basic map structure, supported by a few animations. Expect reviews soon.



ANCO

They didn't actually have a stand, but their main man, Anil Gupta was there with more news on the Kick Off front. No it's not Kick Off 3 (but how long before it is, we wonder...) but they are releasing no less than FIVE expansion disks to enhance the superior sequel. Extra Time II is the first game, and will be followed up by *Return To Europe*, *Giants Of Europe*, *Winning Tactics*, and *English League*. In addition, they are also releasing a cutesy platform game called *Death Trap* which we will bring you more news on soon.



SHOW TALK

Prepare to travel the world in *American Journeys*, a humorous strategy game which claims it can improve your knowledge of the English language and takes you by the hand across America and all its states. An education as well as an adventure. Once again, it'll be released in Autumn.



(Below) *Dinowars* is a three-part game with massive Dinosaurs battling away for supremacy. Starting off on a strategy-style game board, you must position your army of dinosaurs so that they meet up with the opposing side's dinosaurs. Once they meet up, a battle begins, and this continues until one side is totally wiped out.



It seems that most of Magic Bytes' games have a strategy bent, and *Second World* continues this trend as you attempt to run a newly colonised planet smoothly.

First of all, you must raise a financial budget and then juggle with shares, crops and the like to

keep it running smoothly. Not a lot more is known, so more news as we get it.

(Right) A vertical-scroller, *Air Supply* pits you against wave after wave of aliens, whom you must battle your way through. The game features an option for two players and another which allows you to use two joysticks to control your ship. Once again, another autumn release.



(Below right) First up, we have U.S.S. John Young, a game based around the Destroyer of the title.

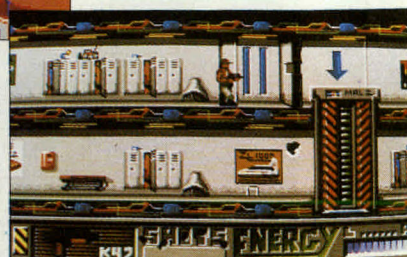
The year is 1995 and the US has been forced to protect its oil supplies thanks to hostile

action from Tanaku. Guiding your destroyer from place to place you must oversee the protection of the oil and the surrounding convoy. Boasting superb graphics and sound, it'll be out in October.



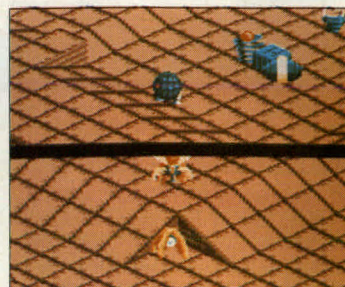
(Right) Ever wanted to control your own business and experience the headaches that go with it? *Big Business* is a three-player game within which you must compete against two players - be they computer or player-controlled - and attempt to put them out of business whilst nurturing your own. The game uses a humorous style with several arcade screens to relieve the tension of big business.

The year is 2021 and crime is at its worst. Run by a firm known as the Kram-Ned-Association and they have out-done themselves by stealing a photon-reactor and turning it into a bomb. By participating in a number of arcade sequences, including platform and driving scenes, you must beat the bad guys and recover the device. *Industrial Rebound* will be out soon, priced at the twenty-quid mark.



MAGIC BYTES

Represented on the Gremlin stand, the German games house has got no less than eight games lined up - not to mention a new compilation.



Looking just a little like Domark's *Robot Monsters*, comes *Domination 3D* shoot'em-up set on several droid-infested worlds. Having been given control of four droids of your own, you must enter each world and - using whatever comes to hand - destroy any opposition.

Featuring a wide range of monsters, extra weapons and worlds to warp to, the game is expected sometime in November.

JAMES BOND 007TM

THE SPY WHO LOVED ME

He's Bond · He's Back · He's 007

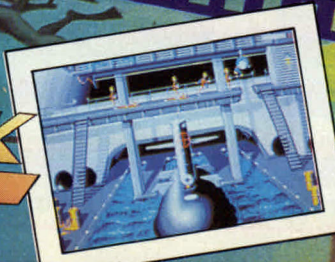
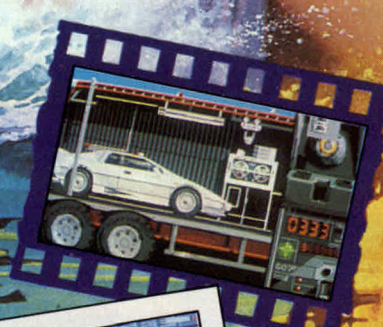
James Bond returns in a classic action-packed race against time to save the world from the crazed and power-mad Karl Stromberg.

Use your skills to end the threat of global domination as you seek to outwit Stromberg's mercenaries and prevent a nuclear war between East and West.

Exhilarating chase sequences on land and under the sea involve Q's specially modified Lotus – souped up and armed to the teeth.

With one-on-one arcade style shoot-outs, multilevel action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.

Don't miss out on The Spy Who Loved Me – a programming tour de force!



Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
 Programmed by: The Kremlin
 1990 Eon Productions Ltd/MAC B, Inc. The Spy Who Loved Me
 © 1977 Danjaq S.A. All rights reserved.
 © 1977 United Artists Company. All rights reserved.
 Gun Logo Symbol © Danjaq S.A. and United Artists Company.
 All rights reserved.
 'Lotus' & 'Esprit' are registered trademarks of Group Lotus plc
 Artwork & Packaging © 1990 Domark Ltd
 Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR
 Amiga & Atari ST Screenshots
 Tel: +44(0)81-780 2224

DOMARK

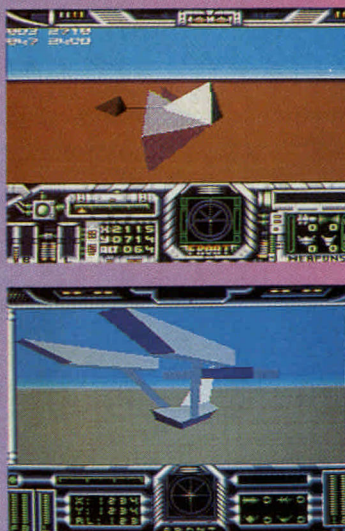
SHOW TALK

HEWSON

A very low-key stand just along from ours, but Hewson were showing Nebulus II which is very close to completion, Scavenger, Future Basketball, and two new titles - Rubicon and Moonfall.

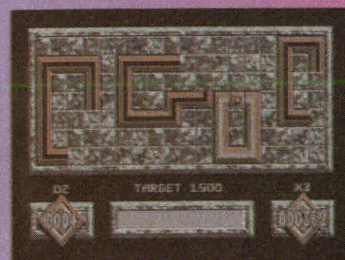
Rubicon is a Hawkeye-style shoot'em-up in which an armed heavy must run from left to right, blasting everything in his way. As he does so, he must avoid deadly traps and fauna, along with any meanies that try to stop him.

Moonfall, on the other hand, is a 3D trading game in which you must embark on a number of rewarding missions. Both are expected sometime in December, so expect reviews then.

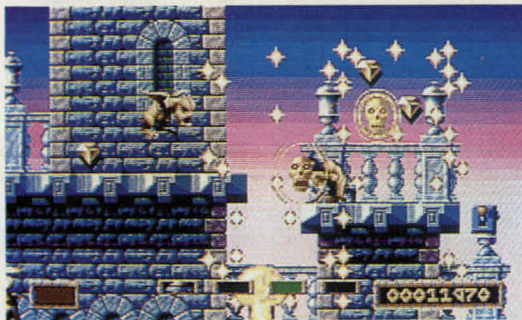


AUDIOGENIC

Highlights of the Audiogenic stand were Loopz and The Assembly Line's forthcoming conversion of the Exterminator coin-op. You can read the Loopz review this issue to find out what we thought about the unusual puzzler, but from what we've seen of Exterminator it could be that Audiogenic may have a big hit on their hands.



RENEGADE



The name may not be familiar, but the people behind it are. You see, Renegade is a new company and marks the joining of Rhythm King Records and The Bitmap Brothers to release all of the Bitmap's new games.

After Speedball II is completed for Mirrorsoft, the Bitmaps will be knuckling down

stars a little brat called the Bitmap Kid who has lost a number of toys in his bottomless pockets. He must find these toys by exploring a scrolling play area and shoot any nasties that will attack him.

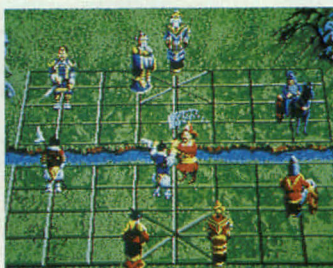
After that, their second release is Gods, a game based

on two new games: Gods and Magic Pockets. Magic Pockets

on the tasks of Hercules. Another scrolling arcade/adventure you must embark on four tasks to gain freedom and eternal life. Along the way, extra weapons can be bought or sold, and your success depends on a good choice.

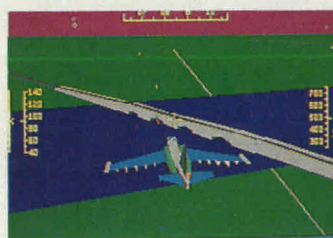
Both games look graphically stunning, but that's hardly surprising now that Dan Malone is on the team, and the gameplay is reckoned to be unbelievably addictive. More Renegade news when we get it.

ELECTRONIC ARTS



There wasn't a massive EA stand, but they had two items on show. The first was a 'Work In Progress' seminar to tie in with The One magazine's preview feature and featuring Bullfrog who answered questions anyone had on programming and the like. Their other stand was a small office affair where people like us could go and speak to them. On show were Battlechess II, which is a variant on chinese chess, in which players move along a grid and must pass over a stretch of water in the centre of the screen. In addition, there are even more animations and they are every bit as funny.

Also, Stormovik, a 3D flight sim was on show and it's PC incarnation was very impressive - expect Amiga versions within the next three months.



CORE DESIGN



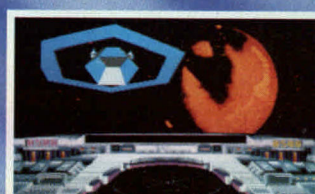
Having gone it alone, Core Design's first game, Corporation, has gone straight to number one in the software charts - hardly surprising really, after all it is brilliant. As well as celebrating and demonstrating this, they were also touting Torvak and previewing their next release, Car-Vup a cutesy car game set over a number of horizontally-scrolling levels. Controlling a small car, you must collect a number of items from a variety of danger-filled platforms whilst avoiding extinction.



XIPHOS



THE UNIVERSE UNFOLDS



- Incorporating state of the art super fast 3D graphics, **XIPHOS** displays space conflict in more detail than ever before.
- Cruise around and watch life and death epic space battles – join in if you dare!!
Fly through space fields, talk to aliens, meet strange creatures and explore six massive universes attempting to confront the super intelligent **XIPHOS**.
- **XIPHOS** is not for the meek, pregnant, those of weak constitution or those suffering from back or heart complaints.
- **AVAILABLE FOR AMIGA, ST AND IBM PC COMPATIBLES AT £24.99**
MAIL ORDER AVAILABLE DIRECT FROM: ELECTRONIC ZOO;
THE WALLED GARDEN, HYDE, CHALFORD, STROUD, GLOS, GL6 8NZ 0453 887008

ELECTRONIC
ZOO



SHOW TALK PALACE

Although they didn't have a stand, like Anco the merry chaps of Palace were wandering around the show. The big news is, of course, Zippo's Voodoo Nightmare which we have reviewed this month, and there was also talk of a couple of yet un-named releases and news on the much-speculated Barabarian III (titled, Maria Busts Out - well, that's our suggestion!). We are eagerly awaiting any news on the latter, and we'll keep you posted on future developments.



PSYGNOSIS



The main attraction was the incredible Beast II, which was leaving people gob-smacked as they saw its fancy graphics and witnessed its intriguing gameplay for the first time.

Also on show was Anarchy, The Killing Gameshow, A.W.E.S.O.M.E., and Spellbound, all of which are either reviewed this issue or will be reviewed next month. A.W.E.S.O.M.E. in particular was looking especially good, with large sprites the order of the day with a big dollop of healthy shoot'em-up action incorporated to boot.

Finally, we also hope to review Psygnosis' Hot Rod variant, Nitro, next issue, so watch this space...

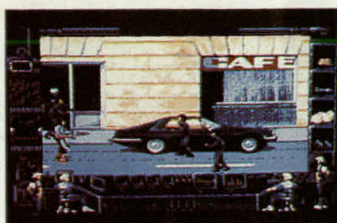
U.S. GOLD



In addition, the big news from the Golds was that they have snapped up the licence to all three of the Godfather films. This deal has just this minute been signed up, so there is no news of who will be coding the game or when it gets released - let's just hope that the scene with the horse's head is incorporated!

Another major scoop was that they have also secured the rights to convert every Sega coin-op that the arcade giants release. Whereas in the past, people like Activision and Firebird have enjoyed success with conversions of various Sega games, now U.S. Gold will automatically produce a conversion of each game - starting with E-Swat and Line Of Fire. Both of these are being converted by Creative Materials, the chaps behind the Rotoscope graphics system - a system which is being used to good effect in the Line Of Fire conversion.

Both coin-ops were on free-play on the stand, and anyone who saw Line Of Fire's smooth update will know that Creative have got their work cut out for them - though, to be fair, they look as if they are coping more than admirably. Expect reviews soon. Meanwhile, Kinetica, the people behind Gold Of The Aztecs were there, talking about their forthcoming space epic Saragossa, which we exclusively unveiled a few months back.



Once again, Birmingham-based U.S. G wheeled out their show Ferrari - this time to promote Probe's exceedingly overdue Outrun Europa. Apparently, after being put on hold for ages, the game is now back on schedule and set for a Christmas/January release.

Not only that, but U.S. G have also performed something of a coup during the process of writing Strider II. It seems that Capcom were so impressed by Tiertex's ideas in the sequel, that they have snapped up the rights to use the basic theme and ideas in their coin-op sequel! We saw Strider II when it was roughly half-finished.

The animation on Hru was a little ropey, but was subject to change, but the overall impression was one of a faster version of the original with more to do and newer weapons. The story tells of a woman emperor who is threatening the world, so Hru must once again draw his sword and somersault through level after level of aliens and end-of-level guardians until he eventually faces her. To help him, though, this time he can transform into a robot, and this gives him extra protection against the massive end-of-level droids.



LUCASFILM



Incorporated with U.S. G's massive stand, Lucasfilm have got no less than three new games on the way. The first is an adventure in their famed point'n'click mould, and is called The Legend Of Monkey Island. Monkey Island deals with the pirates of the 1600s. Starring as the game's hero, you must embark on the journey of a lifetime as you attempt to unravel the plot of Monkey Island and earn your reward in the form of a batch of mythical gold. Graphically, the game is expected to be

prettier than both Indy and Zak, and the gameplay is considerably larger.

Following that, Lucasfilm enter the arcade game arena with Night Shift a platform game set in a toy factory. As a member of the eponymous night shift, you must use the factory's machines to build little toys based on Lucasfilm products. To do this, you must leap from platform-filled screen to platform-filled screen, whilst avoiding deadly perils and ensuring that there are no errors along the way.

"FLYING THIS MISSION IS LIKE...

U.N. SQUADRON™

...SHAKING
HANDS WITH
THE DEVIL."

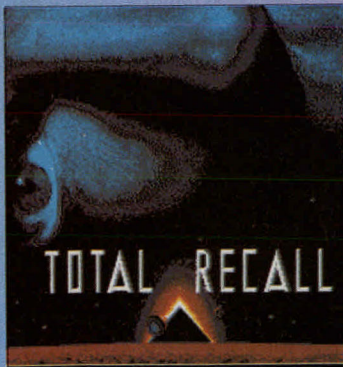
CAPCOM®
USA

U.S. GOLD®

Available on:
CBM 64/128 cassette & disk.
Amstrad cassette & disk.
Spectrum 48/128K cassette.
CBM Amiga.
Atari ST.

SHOW TALK

OCEAN



A real corker of a stand, with coin-op versions of all the Mancurian giants' forthcoming releases on free-play. Also, on show were early versions of NARC, Pang, Robocop II, and Total Recall. All these are covered elsewhere, though, so take a look at the separate feature for more news.



ACCOLADE

A very nice stand, boasting several massive TVs showing off Accolade's wares. The big news was that Test Drive III - The Passion is on its way, and looking very nice indeed with some of the smoothest graphics yet seen in a car game. Also, Elvira was plastered everywhere, announcing that Accolade will soon be releasing Horrorsoft's long-awaited adventure based on the busty mistress of horror.



ENTERTAINMENTS INTERNATIONAL



Wrath Of The Demon is a horizontally-scrolling romp written by Readysoft, the team behind *Space Ace* and *Dragon's Lair*. Controlling the game's hero, you must guide him through thirteen of the prettiest levels ever to grace the Amiga recently. Along the way, you will have to draw your sword and see off mud monsters and ogres, all of whom will kill you without batting an eye-lid.

As mentioned, the game is graphically stunning, but you'll be able to see for yourself when it is released within the next two months.



Tom And The Ghost is a platform romp similar to UBI's earlier release, *Twin Worlds*. As the ghost of the title, you have been set to protect a little boy who is being threatened by an evil kidnapper called Endur. By wandering through the rooms (and walls) of the castle where Tom is held, you must use a variety of objects to solve puzzles and eventually free Tom - more news and, hopefully, a review next month.



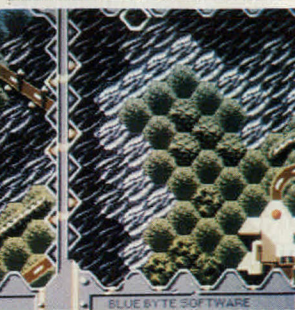
The distributors for the likes of Disney, Titus and Empire, on show they had *Dick Tracy*, *Wrath Of The Demon*, and a new *Spiderman* game. In addition, *Fire And Forget II*, *Team Yankee*, and *Action Concept* are nearing completion and will be reviewed, hopefully, next issue.

Dick Tracy is probably the most awaited Disney Game, and is a multi-stage shoot'em-up which is similar in style to Ocean's *Robocop*. Using the joystick, you must guide Dick through several flick-screens as he attempts to round up Flat-Top, Big Bot, and Mumbles. Along the way, various hoods pepper you with bullets, and must be picked off by pointing your gun in the relevant direction and firing. However, as things get hotter, you encounter holes in the platforms and must negotiate these as well. Expect a review very soon.



UBI SOFT

They seek them here, they seek them there, they seek them Frenchies everywhere (oo-er!)... Actually, finding our Gallic chums was fairly easy, as their stand was instantly recognisable thanks to the Puffy's Saga and Ran Xerox posters adorning the walls. Inside, they were previewing a number of releases.



Like Infogrames, UBI Soft are testing the strategy game waters with the advent of *Battle Isle*. The game can be played by up to three players, each of whom is given a territory which they must expand upon and improve. You begin the game with a set number of resources, ranging from weapon factories, armies, and a massive armament supply, and using these you must conquer the world and your opponent's territory. However, just to make your plans a little harder, geological faults can thwart even the best-laid plans, making certain areas seemingly impassable. Expect a review soon.

Puzzle games seem to be the current vogue at the moment, and UBI Soft's entry to the genre is *Pick'n'Pile*. Using the mouse, you stack balls of the same colour as they drop from the top of the screen. The balls must be linked

in columns of two or more and the more you link, the more points you get. The ultimate aim of this madness is to clear each screen of balls. Again, it'll be reviewed soon.

THE SPEED IS KILLING AND YOU CAN WATCH YOURSELF DIE FROM 6 DIFFERENT ANGLES.



Indianapolis 500® is without doubt the fastest and most spectacular 3D race experience on the market. But don't take our word for it, this is an advertisement after all.

"This is one of those state-of-the-art programs that you will just have to have." ACE.

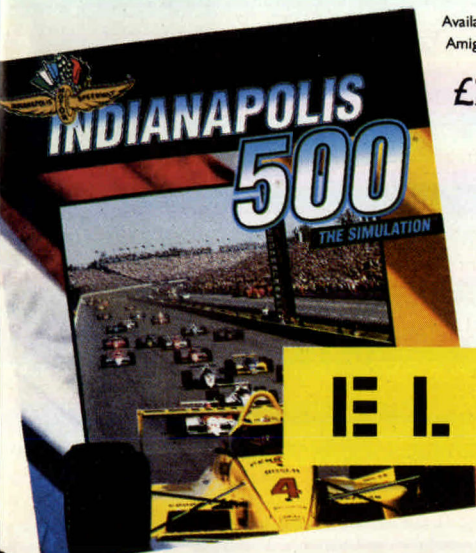
"The best race game you'll see outside of an arcade." C & VG.

"Indy 500 is great fun to play. It has lasting appeal and stunning graphics"

COMMODORE USER

Choose from a Penske Chevrolet, March Cosworth or Lola Buick, each differently tuned with unique dashboard and engine specs, to match your level of skill. Or design your own custom model to tackle an exact replica of the Indianapolis Motor Speedway at speeds up to 200mph.

Then relive your own inevitable mistakes with TV quality action replays from six spectacular perspectives.



Available on
Amiga and IBM/PC.

£24.99

ELECTRONIC ARTS™

Electronic Arts, 11-49 Station Road, Langley, Berks SL3 8YN. Tel: (0753) 49442. Fax: (0753) 46672.

SHOW TALK

STORM

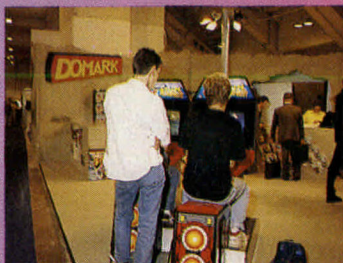
Having got Saint Dragon out of the way, Storm have lined up even more licences thanks to a new deal which allows them to convert Double Dragon III, and a number of other coin-ops. In addition, the conversions of Big Run and Rodland are now under way, but by far the most impressive of the Storm games on show was SWIV which is promising to be a real mean looking shoot'em-up.



DOMARK

We previewed most of Domark's biggies last month, but their stand boasted coin-op versions of all their new licences, with STUN Runner gaining the biggest queues. Also on show were their new compilations, Wings Of Fury, MiG-29 Fulcrum, Badlands, and The Spy Who Loved Me.

But the biggest news of all is their new Viet Nam-based game which we will be bringing you more details on next month. Unfortunately, both Badlands and Spy arrived just too late for reviews this month, but both are looking extremely nice - with Badlands looking particularly close to its arcade counterpart, and Spy boasting a very nice intro and a good variety of shoot'em-up-based levels. Stay tuned for next month's full reviews where we'll put them through their paces.



MICROPROSE

A nice airy stand, which was showing off Simulcra, M1 Tank Platoon, Midwinter and F-19. Our ex-STA staffer, Martin Moth was wandering around trussed up like Biggles, and there was a loud Spitting Image-style commentary which featured Ronnie Reagan

piloting one of Microprose's F-19s. The main attraction, though, was the new F-15 Strike Eagle coin-op which, to be totally honest, is utterly mind-blowing. As soon as you see one, take a look - it's worth it.

VIRGIN



Most of Virgin's impressive stand was given over to the long-awaited release of the Sega Megadrive, with no less than fifteen games up and running, ranging from Ghouls'n Ghosts to Golden Axe. On the Amiga front, Monty Python, Supremacy, Off-Road Racer, and New York Warriors were on display, with reviews of the latter very soon.



ACTIVISION

Tucked away in a hospitality suite, Activision were showing off Time Machine, Spindizzy II, Dragon Breed, and Atomic Robokid. Spindizzy II is the sequel to Paul Shirley's classic 8-bit game, and is being written by the man himself.

Gerald, the map-making star of the first game, returns in what is basically a 16-bit revamp of the original, with a larger play area and prettier graphics. Apart from that, though, all the old faves are

there - including the devilish traps.

Also, Arc's conversion of Dragon Breed is shaping up very nicely indeed, with some very attractive graphics and looks to be a near-perfect conversion. Finally, Atomic Robokid is looking simply brilliant, and blew us away with its large sprites and arcade perfect gameplay - in fact, the programmers have even added bits to the original game! Expect full reviews of all three next month.



PLAY 'THE BREED'...THEN FEAR THE NIGHT

Clive Barker's

NIGHTBREED

CABAL

THE INTERACTIVE MOVIE

BELIEVED TO BE RESPONSIBLE FOR A SERIES OF MURDERS, AARON BOONE HEARS OF A PLACE CALLED MIDIAN WHERE A RACE OF SUPERNATURAL BEINGS LIVE, ISOLATED FROM THE INHUMANITIES OF MAN. IN A BID TO ESCAPE THE UNJUST WORLD, BOONE DISCOVERS THIS UNDERGROUND NECROPOLIS, HOPING TO BE ACCEPTED AS ONE OF THE 'BREED'. HOWEVER, THIS AMBITION BECOMES FULFILLED IN A NIGHTMARISH FASHION, WHEN HE IS BITTEN BY PELOQUIN, A CANNIBALISTIC BREED MEMBER, AND THUS UNDERGOES AN INCREDIBLE TRANSFORMATION. UNWITTINGLY, BOONE LEADS THE POLICE DEPARTMENT TO MIDIAN, IN A CIVILIZATION WHERE EVERYTHING THAT IS DIFFERENT MUST BE DESTROYED. THESE 'SONS OF THE FREE' MOUNT AN ENORMOUS ATTACK UPON THE UNDERGROUND CITY, AIDED BY 'THE MASK' - THE TRUE SERIAL KILLER FOR WHOM BOONE HAD BEEN MISTAKEN. HAS BOONE INITIATED THE DOWNFALL OF THE NIGHTBREED, OR CAN HE BECOME THEIR SAVIOUR?

A COMBINATION OF STRATEGY ELEMENTS AND ARCADE-STYLE ACTION MAKES THIS A GAME OF UNCOMPROMISING CHALLENGES, VARYING EVERY TIME IT IS PLAYED.



Clive Barker's NIGHTBREED TM & © 1990 Morgon Creek Productions.
All Rights Reserved.

ATARI ST
CBM AMIGA
PC

ocean

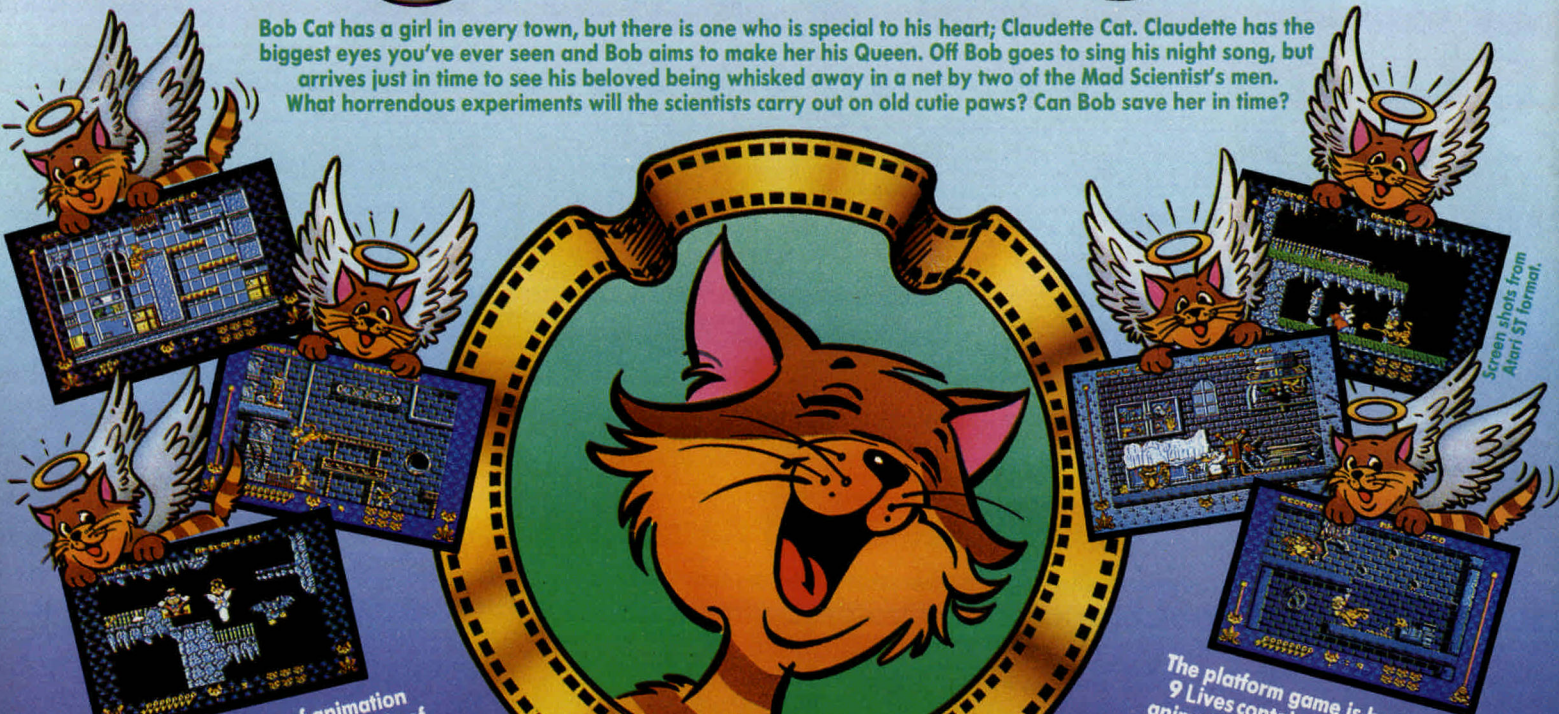
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER M2 5NS
TEL: 061 832 6633 · FAX: 061 834 0650

IT'S WACKY
IT'S CATCHY.....

.....IT'S MORE THAN
UP TO SCRATCHY.

9 LIVES

Bob Cat has a girl in every town, but there is one who is special to his heart; Claudette Cat. Claudette has the biggest eyes you've ever seen and Bob aims to make her his Queen. Off Bob goes to sing his night song, but arrives just in time to see his beloved being whisked away in a net by two of the Mad Scientist's men. What horrendous experiments will the scientists carry out on old cutie paws? Can Bob save her in time?



Discover new wonders of animation around every corner and new levels of endurance in your joystick hand.

The platform game is back and how! 9 Lives contains some of the greatest animation ever seen in any computer game, its playability is amazing the desire to rescue the curvaceous Claudette Cat will keep you mapping for hours on end.

RAVE
RAVE MAGAZINE
93%

- Four massive levels each featuring over a hundred rooms.
- Stunning animation.

- The ultimate in platform playability.
- Original game soundtrack.
- Includes FREE colour poster.



REACH OUT FOR THE POWER OF ARC
ATARI ST · CBM AMIGA £24.99

ARC, P.O. Box 555, Slough SL2 5BZ.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

Boggits Domain

From his leafy glade in the Great Wood, the irascible Boggit has sent another load of scribbled scrolls packed with news, views and bad-tempered grumblings.

Quik Kwip!

Did you read about the Atari ST User who wanted to write Happy Birthday on his cake?

He ruined it when it got stuck in his printer!

Deadly Gardening Hints For Man-Eating Plants

I would like to know if there is a Hint Book for Maniac Mansion, If so where can I get it from? If not, how do I open the door which has no handle and how do I get through the hatch in the room with the man-eating plant?

Simon West, London

I expect there is a Hint Book although I haven't actually seen it. Contact US Gold in Birmingham and they'll let you know.

The door which has no handle

is opened by a secret switch in the hall - examine the objects at the bottom of the stair railings.

There are two things you must do with the man-eating plant. First you must give it a jar of water from the swimming pool to make it grow tall and then give it the can of Pepsi from the kitchen. Pepsi affects plants in the same way as it effects humans - it kills them. Luckily the effect works more quickly on plants.

Bogbrush - The Face Behind The Name

O thou most merciful and gracious Boggit, I would bow down to thee and kiss your feet, if you ever washed them. I wish to ask thee some questions.

Do you have a Boggitess?

Do you have a Dragon, and if so does it run on unleaded?

Have you really got a big, red nose and do you like bog-brushes?

Incidentally I have named something in my house after your glorious name, that's right, its the cat's sand tray.

James Longbridge

Only a very foolish Boggit would have anything to do with a Boggitess.

In my youth I dallied with one for a short time, but I soon ditched her when I found that she was taking all my gold to a magical cave called 'NEXT' where she converted it into glittering earrings.

Dragon's are equally dangerous. Have you any idea what damage a Dragon with hiccups can cause in a tree-house? Instead I share my home with an owl called Archimedes.

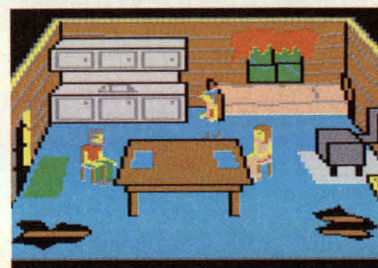
I do have a red nose but it's not something that you should mention unless you would like to have yours converted as well.

Hop Aboard a Condor for a Kings Quest Flight

I beg for your help in Kings Quest. In Issue 11 of your column you printed a scene from KQ. Where in the game is that place, as I have never found it? Also, how do I get the fiddle from the cottage, how do I get the condor to fly with me and how do I move the boulder out of my path after I've killed the dragon?

I would be most grateful for an answer as I think your column is the best in the world.

Tom Frojzman, Finland



I'm afraid that only an Atari ST User will ever be able to find the scene you mention in Kings Quest I, because it comes from Kings Quest II - YOU DORK!

The fiddle is owned by the starving woodcutter and his wife. First find the ceramic bowl which is lying in the forest. Give them

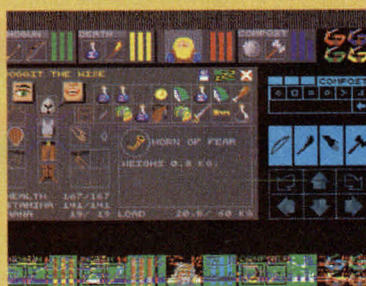
DUNGEON MASTER LORE SOUNDS OF THE DRAGON

Monsters of all shapes and sizes fill the corridors of the Dungeon and none of them are friendly. Let your motto be:- "Never give a monster an even break." Having decided that we are going to smash first and ask questions later, the question is:- What weapon should we use?

There is no doubt that the FireBall Spell is the most versatile Bogey Blaster, and sooner or later most monsters succumb to its power, but there are times when brute force is not enough. Two powerful alternatives are the Horn of Fear and the War Cry. Blowing the horn results in the sound echoing down the corridors. Giant spiders,

skeletons, water monsters, flying snakes and many others horrors will turn and run at the noise of this eerie instrument so keep it near you at all times.

If all else fails try a simple War Cry, you'll be surprised how often this makes a monster pause and give you some breathing space.



the bowl and say, "Fill the Bowl". Unless you are as strong as the mighty Boggit you have no chance of moving the boulder. Being a scrawny Finn, I suggest you look for the back entrance which is down the wishing well.

As the condor likes flying too much to ever land, your best bet is to JUMP just as the bird is overhead.

RPG Helpline Offer

I have recently changed my computer from an ST to an Amiga. The main reason is the lack of RPG software, being that most of the games I enjoy are coming out on the Amiga, for example Bard's Tale II and Champions Of Kryn. I am willing to give help to anyone who is stuck doing any of the games which I have completed. These are:- Phantasie 1,2 and 3, Ultima 2 and 4, Bard's Tale, Wizard's Crown, War In Middle Earth, Bloodwych, Battletech and Rings Of Zilfin.

I can supply maps of all games mentioned. All I ask is a large stamped addressed envelope and the cost of photocopying the levels required. I look forward to hearing from any lost souls. Write to:-

**P. McDonough, Thornley
Leisure Park, Winsford,
Cheshire CW7 4EF**

What a hero. I hope you have warned the postman that you'll be receiving letters from nutters around the world.

Confused With The Bard's Tale Character Disk?

The Bard's Tale has me stumped – and I haven't even begun playing the actual game. There are two problems when I try to create a Character Disk using the instructions leaflet.

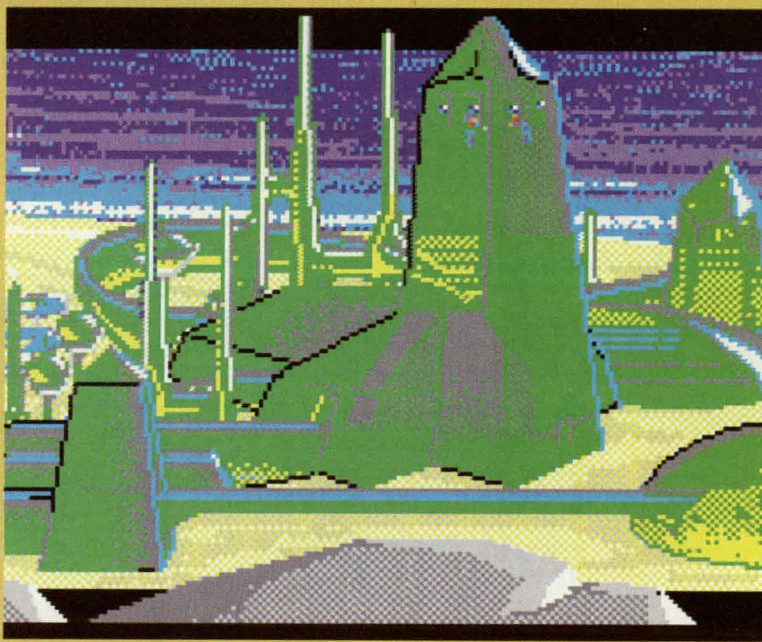
1. It says that after renaming the new initialised disk, to click into 'Preferences', turn on the CLI gadget and save. I don't have this gadget in Preferences.

*2. The last instruction says:-
Copy from RAM: #? to "BARDS TALE CHARACTER DISK."
It says that prompts will come up to change disks. This is where it really goes wrong and the Amiga, with no prompts, just copies the*

NEW BLOOMS

No doubt the Computer Entertainment Show at Earls Court will produce a million new blooms for you to sniff at, but at the time of penning these lines, that bonanza is still to happen. Already the industry is hugging itself with excitement as it thinks of all the money it's going to make over Christmas from "Teenage Ninja Plonkers". "Never mind the quality, feel the width of the box" Happily not all the news is of the glittering tosh which still manages to separate humans from their gold, there is also news that Virgin have

bought the rights to the old Infocom text adventures and they will be re-launched in a new budget format at the show. I know for definite that they have picked up Hitchhiker's Guide To The Galaxy and others such as Planetfall and Wishbringer, but I'm still not sure that they have acquired the whole range. If they have managed to get Bureaucracy, then I suggest you grab yourself a copy as it is one of the funniest text adventures ever written, and as it previously sold at thirty five pounds, it will be a bargain.



files to the Workbench Disk.
M. Brookes, Camberwell

Yes, I've been through this little cock-up myself in the past and I too ended up kicking lumps out of the furniture. Basically what you must do is initialise a new disk and rename it to BARD'S TALE CHARACTER DISK. Once you've done that, you have to copy the files contained in the MEMBERS directory on your program disk to the new disk. Simple really, but typically instruction sheets always seem complicated.

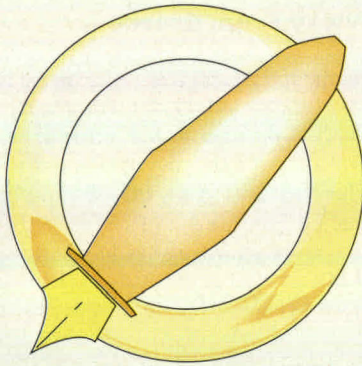
I suspect most of your problems are caused by the names of the different disks. I suggest you simply use the drive name DF0: and ensure you have the correct

disk in the drive at the right time.

First 'write protect' your Workbench and Bards Program disks.

Boot up and double click the W/B disk. Double click the System icon, followed by the CLI icon. Remove the W/B disk and insert the Bard's Program disk. In the CLI window type the command:-
COPY FROM DF0:MEMBERS TO RAM:

Remove the Program disk and insert your new disk which you have previously initialised and renamed. Type the command:-
COPY FROM RAM: #? TO DF0:
It's as simple as that.



STAR LETTER

Mystery of Drakkhen's Pyramid Revealed

Whilst reading through your column I came across a plea for help from Dave Harrison in the Falklands about the 'ever so hard' Drakkhen.

He wanted to know how to get into the pyramid and how to get to 'another' volcanic island.

Firstly, there is no other island. To get into the pyramid you must stand at the entrance at nightfall and get either a Magician or a Priest to cast the Light spell 4 times. You should then be able to get in. It took me about a month to find out the solution. Do I now get the free piece of software you promised for this great tipette?

Stuart Osgood, Milton Keynes

There, I knew that one of you mercenary swine would come up with an answer if I promised a prize. I would love to say: No, 'you ain't getting anything', but I have been outvoted by the wimps who control the mag who insist that you get sent something nice. No sense of humour these humans.

Use Your Loaf and Solve Zak's Hungry Bird Problem

I'm stuck in Zak McKraken. How do you get breadcrumbs for the ancient bird-feeder in Lima, Nepal and how do you get Sushi the gold-fish out of the fish bowl so you can wear it as a helmet?

Ramzi Khalil, Abu Dhabi

Next door to Zak's house is a baker. If you pester the baker for long enough he'll throw a stick of

BOGGIT'S BOUQUET

The bloom whose scent has wafted waves of pleasure up my red hooter this month is Loom from Lucasfilm. Loom is a game which can't make up its mind whether it is a computer adventure or a fantasy movie. The plot is by Brian Moriarty the great adventure writer from the old INFOCOM software house, but the feast of beautiful graphics contained in the game obviously owes a debt to the films of George Lucas.

There are three disks, crammed full of music and magical scenes, which very successfully tell the tale of a boy magician's quest to uncover the secrets of a mystical loom. Bobbin the Weaver must travel from his island home to seek his mother who was magically

transformed into a swan for committing blasphemy. In the Emerald City he will find the crystal sphere in whose depths the future may be glimpsed. Crossing the fiery red plain which is dominated by the City of Blacksmiths he will hear the ring of hammers announcing the creation of a thousand swords for the army of the evil Bishop.



French bread at you. The bread is no good for eating as it's 5 mins old, and being French, it's already stale! Because it's so stale you'll need to use the waste disposal unit in the kitchen to grind it into breadcrumbs.

I never understand why the French don't buy British Bread. I'm still using the loaf I bought last Christmas its still soft enough to eat - and it's wonderful for filling in cracks around my window frame.

I solved the gold-fish problem by eating it. Being a kind-hearted human I suppose that solution is no good for you. You could instead pour the fish into the sink (don't switch on the waste-disposal!), or you can put the fish into the lamp in your bedroom.

Quick Action Solves a Smelly Problem

I am stuck on the Sarien Spaceship in Space Quest. I can get to the Weapon's Room and get a gun, but I cannot get the gas grenade off the counter as the robot says they are not available to GI's such as myself. Is there a way to gain rank in order to obtain these grenades?

Adam, Norwich

To get the gas grenades you are

just going to have to move more quickly. There is no other solution. Simply position yourself right, and when the robot leaves to get a gun you move as fast as your little, pink, human hands will let you and steal the grenade.

Galdragons Domain Mysteries

Pardon me Boggit, but I can't make any progress with Galdragon's Domain. There are 4 gems to find. I have found one by killing the Rock Monster.

I know the Assassins have one, but how do I get it? I have learned that the Assassins cannot see green - and I assume I need the Cloak of Camouflage (the item the elves boast about) Either that or I stick some grass on my head and pretend that I'm a walking Compost Heap. I can only obtain the cloak by killing all the elves in the wood. Is there an easier way other than putting them on the Endangered Species List?

In the towers a ghost tells me to find his bones and bury them. Where and how?

When you kill the Demon Master he leaves a cross behind. What is it for?

Finally, who is the wizard sitting in the middle of nowhere.

He does not talk, so the only use I have found is to kill him and nick all his spells. Is this the right thing to do?

Tung Fei Yeung, Coventry

Good questions. In fact, very good questions. What else do you want me to say? Look on the bright side, you have given some other human the opportunity to win some free software. Alright you mercenaries, get writing. The software's here, come and get it!

Booking a Room at The Gold Rush Hotel

Perhaps you can help. I have completed Bloodwych and I have completed Dungeon Master, but I haven't completed Sierra's Gold Rush and I must (for the first time) admit defeat and ask for help, and who better to ask than yourself. How do you get into Room 11 of Green Pastures Hotel?

Mark Strange, Southampton

First you must solve the puzzle on the gravestone at Sutter's Fort. Have you placed the letter with the holes over the grave to line up on the correct letters?

Once you have done that, go to the hotel, go upstairs to search for room twelve, then go down and 'RENT ROOM 11'. The clerk will tell you it's already occupied, but he'll ask you if you will deliver a message. Say YES and take the message upstairs. The room's occupant will run off to see someone, allowing you to enter. Don't forget to tie up your mule to the hitching post. Mules are pretty stupid creatures - you don't want him doing something silly like wandering off and buying an Atari ST do you?

The Final Solution To The Dungeon's Master

You've got to help me before my Dungeon Master disk becomes my dog's next toy. I have been playing for months and have been to Level 14 killed the Dragon. I have the Power Gem attached to the Firestaff but as soon as I return to the surface all the passageways from Level 13 to 12 are blocked off. I have figured out

that I have to kill the rather nasty, floating cloak-wearing monster. I have hit him with loads of fireballs, lightning bolts, gas bombs and stabbed him hundreds of times but he won't die. I am now running out of dragon steaks to replenish my energy. If I don't get off this level soon I am going to visit you and place you in a deep fat fryer until you are golden brown.

Slider

The cloak-wearing monster is Lord Chaos himself - and although you were told that the object of the game was to get the Firestaff, the real object is to kill this evil sonofabitch!

You'll find that all the fireballs in the world won't make a dent in his black cloak. There is only one way to kill him and that is with the aid of the Firestaff and the Power Gem. The method you must use is to completely surround him with a flux-cage and then fuse it shut. Of course being a real rotter he won't stand still for long, so this task tends to be a little difficult to say the least. The only sensible way to do this is to lure him into the little room at the far side of the fire pits where you can manoeuvre him into a corner and thus use two of the dungeon walls as sides of the cage.

As you rightly said, the doorway back to the upper levels is sealed once you leave the Power Gem Chamber, however there is a cunning trick which you can use to foil this. Instead of carrying the Firestaff and the Gem, throw them through the door. This simple trick permits you to return to the upper levels and use the staff to kick the stuffing out of everything that moves.

Increase Your Powers of Persuasion in Police Quest

I've been buying Amiga Action for the past six months and I think it is great. What YOU are doing is great - helping us, the hopeless, to accomplish our missions.

Well here is what I want from you. I've been playing Police Quest for about a month and I'm stuck. Can you please tell me what to do or say to Sweet Cheeks to enlist her help when I visit her in

prison.

Vicky Foka, Greece

What you must NOT do is break all her crockery. The last time I invited a Greek home for dinner he smashed all my plates then danced around my tree waving his hanky. Funny people!

Instead you should stand in front of her and say:- HELP ME WITH THE HOTEL OPERATION.

Larry's Secret of the Gorge Revealed

In your September issue you boasted you had completed Leisure Suit Larry III. I, being mortal, am stuck. I am stuck on the ledge (the same place as the picture in the magazine) and can't get across to the other side. I have the (drugs!) and a pair of coconuts.

However I may not be as good as you at solving the game, but I know my ABC's. Patti is spelt with an 'I' not a 'Y'.

S. Palmer, Kent

Do I detect a note of truculence in your voice? Just remember:- 'A reader's place is in the wrong'. How words are spelt is not important, it's the wonderful way that I string them together that you should care about. Stringing is also important in the case of this problem. The drugs, (or in this case grass), can be woven together to make a rope. The rope can be thrown across the gap to lasso the rock at the other side. This end of the rope can be tied to the tree. The final problem to be solved is how to provide some kind of a sling to support you while you scramble across the deep gorge. You can do this by tearing your dress to form a sling.

Do you have a burning tale to reveal, a crazy comment to make or a query which needs answering? Write, enclosing a S.A.E. to :-

**BOGGIT'S DOMAIN
29, Blackthorn Drive
Larkfield
Aylesford
Kent ME20 6NR**

LEISURE GENIUS

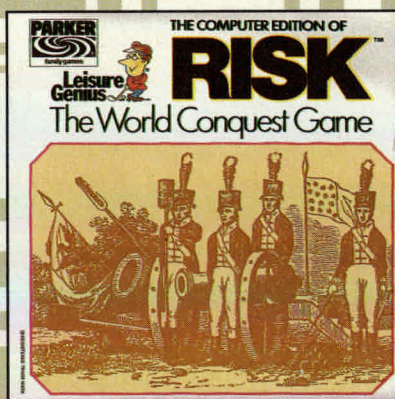


Leisure Genius

THE NAME SPEAKS FOR ITSELF



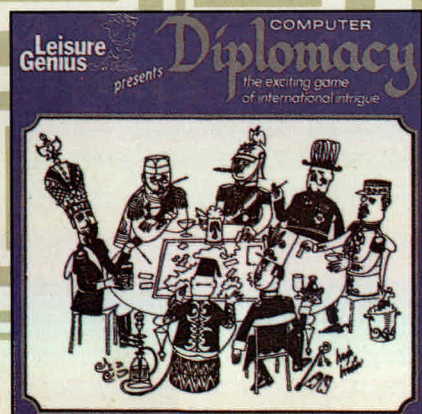
SCRABBLE DE-LUXE



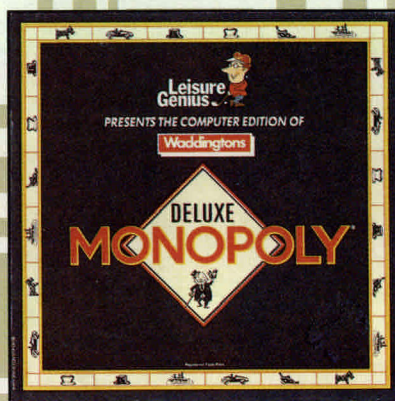
RISK



**CLUEDO MASTER
DETECTIVE**



DIPLOMACY



MONOPOLY DE-LUXE

also available:

MINDSTRETCHERS featuring
SCRABBLE, MONOPOLY, CLUEDO on
Spectrum, Amstrad and C64

and: **CLUEDO**
on Spectrum, Amstrad and C64



CLUEDO® Trademark and Copyright Licensed by Waddingtons Games Ltd.
MONOPOLY® This product is produced Under Licence from Parker Brothers and Waddington Games Ltd.
©All copyrights reserved.
SCRABBLE® Trademark and Copyright licensed by J.W. Spear & Sons PLC.
DIPLOMACY® 1984/7 The Avalon Hill Game Company
RISK® 1959, 1988 Parker Brothers, Division of Kenner Parker Toys Inc. (KPT).

	IBM PC	AMIGA	ATARI ST	IBM 64 DISK	IBM 64 CASS	SPEC +3	SPEC CASS	AMS DISK	AMS CASS
SCRABBLE DE-LUXE	•	•	•	•	•	•	•	•	
MONOPOLY DE-LUXE				•	•				
CLUEDO MASTER TEC	•	•	•						
DIPLOMACY	•								
RISK	•	•	•	•	•				

16 Portland Road London W11 4LA Tel (071) 727 8070 Fax (071) 727 8965

Personal Services

After purchasing the third consecutive issue of Amiga Action, which I am sure I will keep buying, I thought of a possible service that your mag could run.

Why not have a reprint service of reviews on games from previous issues?

Print a list of the better games reviewed and charge a reasonable sum of money for the reprint of that review, say 50p. I am sure that a lot of people would use this in order to save money on games that were not really their cup of tea.

S. D. Parker, Suffolk.

AA: To be honest, there isn't much point. If you have missed a particular review, all you have to do is drop our back issues department a line at our usual address, and ask for the missing issue - and all for the price of a normal issue! I hope that helps.

Clocking It Up

I would like to ask you a question or two about upgrades. I will soon be obtaining an Amiga, and hopefully a 1Meg upgrade, but I don't know a thing about them. What is the difference between having a clock and not having a clock etc?

Which is the best one to buy, one that costs ninety-nine quid or one of forty-nine? Also, could you please tell me the difference between the 1/2Meg and the 1meg versions of World Cup Soccer by Virgin.

A Smith, Surrey.

AA: We use expanded Amigas, and not one of us has found a single use for the clock - making it a bit of a spare leg for us. However, it is possible to snap up expansions with one thrown in free. So, if it doesn't cost too much, go for one of these.

As for the differences between the two Virgin games, the 1MEG version features ***** FINISH!!!

What's The Difference?

I was looking through your August issue when I came across a mail order company called SK Marketing. Looking at the games I saw advertised Teenage Mutant Hero Turtles. Could you please answer these questions:

1) Is the game like the fab coin-

op, or is it like the chavvy Nintendo Players Choice coin-op, where you look from above?

2) How much is it?

3) If the game is not out yet, when will it be released?

Stephen Wilson, East Sussex.

AA: First of all, no, the imported game isn't like the coin-op at all. The coin-op is a brilliant fast-paced beat'em-up, whereas the Amiga game is an arcade/adventure which features our four reptilian friends out to rescue April - and, no, it isn't like the Nintendo version.

Finally, Mirrorsoft have snapped up the rights to release a TMNT (TMHT?) game, which will be an improved version of the imported game which you have seen advertised. And it will cost twenty quid when released, but I don't know exactly when.

Driving Me To Distraction

Why are there no decent racing games for the Amiga? No, I don't mean games like Super Hang-on, or Stunt Car Racer. All I (and I think many other people) would like, is a good Formula 1 or 2 or whatever racer.

Most other computer systems have a good one, so why not the Amiga. As far as I know the Amiga only has two - Ferrari Formula 1 (which isn't bad, but a bit old) and Grand Prix Circuit - not very good.

The PC has a brilliant game in Indy 500 but Electronic Arts are not bothering to do any other 16 bit conversions. I beg them to reconsider. Even the humble BBC has an excellent racer in Revs, so come on software houses, show us what you and the Amiga can do.

By the way, I think the idea of having a chart of the most wanted games seen on the Amiga is great. The five games that I would most like to see converted are:-

Indianapolis 500

Pitstop 2

Repton

Hypersports

Die Hard

Arun Gadhok, Bromley.

AA: Fret no more! EA are releasing an Amiga version of Indy 500, and it is looking superb. Also, Domark are releasing a compilation of driving games, which features Chase HQ, and Powerdrift, and although some of the games are showing their age, overall it is well worth a look.

Yet Another Sodding Pirate Rants On...

To get right to the point, you're holier than thou attitude to computer piracy gets on my nerves. Ok, we all know it's wrong to steal and rip off hard working programmers, software companies etc, but how many of us blindly copy TV programmes onto video (illegal), or from radio to tape (illegal), or even borrow a mates' LP or tape and make a copy for ourselves?

In no way am I condoning piracy, but the age old adage 'people who live in glass houses...' holds firm.

John Williams, Stockport.

PS. What ever happened to your Warhead review?

AA: Boring, boring, boring. I closed the never-ending piracy debacle ages ago, because it cannot be justified no matter what comparisons you make - get the message? Also, Warhead came in so late, that it wasn't worth reviewing, I hope that answers your question.

The Ball Was Out!

I'm writing to you with a complaint about Palace Software's International 3D Tennis. Foremost I would like to say I think the actual game is brilliant - although the surfaces could effect the bounce and ball speed - but this is a minor complaint when compared with the fact that on the back of the packaging we were promised an 'anytime save option'.

This is not so. If you save during a match, or inbetween matches during a tournament, you loose your position and are deemed to have lost, thus being kicked out of the tournament. Playing a good Grand Slam would take about 4-5 hours without a save game option, and this I find totally ruins a very good game.

I rang Palace to complain and they commented that they didn't realise it was a problem. Their play testers obviously aren't doing their job properly, and I might add that in none of the many reviews I have read, did anyone mention this fact. How did this fault ever get through?

Lastly I would like to say Palace assured me they would ring

back - and ultimately never have. I feel totally cheated and I don't think they really care. They have had their twenty-five quid from me, and undoubtedly a lot of other people, but by the time everyone realises this problem, it's too late.

Neil Taylor, Suffolk.

AA: I rang Palace about your complaint, and they said that, contrary to the packaging, you can only save before or after a tournament rather than at any time. This was due to a misunderstanding and has since been changed. Also, the reason they never called back, was due to a very busy day, and if you would like to drop Palace's Richard Hennerley a line, he will send you a free Palace game - can't say much fairer than that, can they!

Return Of The Robot Monsterman!

Yes, it's me again! Part-time friend of Robot Monsters and collector of hedgehogs.

I subscribe directly from you and look forward to getting your mag every month. But last month I got no booklet (AAUUGHH!). I read on the front cover about asking your newsagent for it - which confused me a bit as I didn't buy it there in the first place - but I went there anyway.

After half an hour of telling her to give me a booklet, I think she was beginning to get a bit miffed at the whole thing, and told me in not so many words, to 'get lost'.

Naturally I blew her up with five pounds of plastic explosives, but to no avail. I still had no booklet, and now no explosives. Before I left I bought five tins of potted hedgehog and then came back home.

Anyway, to get to the point, please could I have my booklet. I will be eagerly munching away on my hedgehog sandwiches, until it (hopefully) arrives.

Martin 'Tufted Hedgehog' Herron, Newcastle-upon-Tyne.

AA: Oops, it must have been a bit of a cock up in the subs department - you just can't get the staff these days! Still, I've got your address, so I'll send you a copy from here.

Where To Buy

I want to buy an Amiga, but will have to save for a good few months. On telling my father, he

suggested I wait until Xmas, as there would be a new Amiga package.

I phoned my local computer shop who confirmed this would be out around November, but they weren't sure as to what software would be included. Which pack do I buy? In your mag there are lots of ads, but prices range from £359.00-£400.00. Which is the best to go for, and why do the prices differ so? Also, are there any particular packs out in November you would recommend?

On the ever debatable subject of piracy, I noticed in this month's issue an advert for piracy prevention, including a phone number to ring with any information on the culprits. No real friend is ever going to shop one of their mates, so I don't think this a very sensible idea. Please can I have an Amiga?

Andrew Selemes, Oxon.

AA: If you want to buy an Amiga cheaply, make sure that the company you are buying it from is reputable by checking out how often they advertise and the like.

If you don't want to take the risk, then there are some very good bundled deals around at the moment so shop around. As for the FAST ads, well someone might if there was a grand in it for them!

An Unsatisfied Customer

I am not pleased. What is the reason for my state of dissatisfaction, you may well ask? Well, I shall tell you.

After having my masterly efforts printed in issue 9's Readers Gallery, I was pleased to discover that I had won a prize (and quite rightly so, if you ask me).

Many moons have since passed and I have still not received my prize. I have come to the conclusion that either: a) my prize has been lost in the post, or b) you haven't sent me it yet. If the latter is the case, please could you send me a copy of It Came From The Desert by Mirrorsoft.

Ian Evans, Middlesex.

AA: The reason for the prize delays was the move from sunny Chichester to wet Macclesfield.

Along the line, a whole batch of competition entries and prize winner lists got mislaid, and we have only recently got them

back. We apologise for the extended wait, and all prizes will be sent out within the next few days. Sorry.

A Satisfied Customer.

I just had an urge to write to your magazine, as I had a point which I wish people to know. I bought an Amiga 500 as soon as it hit the market and owned it for a year using it for nothing but a few old games which were pretty boring.

I had absolutely no idea how fantastic it was until I got my hands on some computer magazines. I was quite confused by the fact of having magazines available for all kinds of computers, except the Amiga.

There were only a few publications with sections on the Amiga, but nothing exciting - they were of cheap quality, with blurred and horrible pictures.

I really envied ST owners with their posh mags, until one day, when I came across Amiga Action. Picking it up and seeing the quality, I actually felt proud to be an Amiga owner, and believe your magazine reflects a good image for the Amiga.

I have now become addicted to my computer, trying out pokes and tips - believe me, you guys have really put life back into owning an Amiga!

Ramzi Khalil, Abu-Dhabi.

AA: What can I say, but thanks.

That's yer lot for this month, see you next month. This month's winner is Neil Taylor for his Tennis words, so drop me a line, Neil, and we'll organise a prize. To the rest of our lovely readers, if you fancy voicing your opinions, airing your gripes, airing your undies, laying on the praise, shovelling on the constructive criticism, pointing out a point, having a thing or two to say about something in particular, letting others share an experience (preferably Amiga related), allowing us all to benefit from your vast and worldly experience, or generally giving any other readers a piece of your mind (returnable only if you send an SAE), then please write to:

**STEVE MERRETT,
Letters Desk, Amiga Action,
Interactive Publishing,
Europa House
Adlington Park,
Nr. Macclesfield,
Cheshire, SK10 4NP**



GIVING THE GAME AWAY



SHADOW OF THE BEAST II

Would you believe it! I slogged away for ages to complete this game, and no sooner was I reaching my goal than some so-and-so phoned up with a cheat mode! Oh well, if you are struggling with the Beast Mage, then follow this advice from Paul Denman of Bradford. From the starting point, head right and you will come face to face with the first spear chucker. Stop to talk to him and type in TEN PINTS, he'll reply with something about the cheat mode being activated and you can continue with infinite energy!

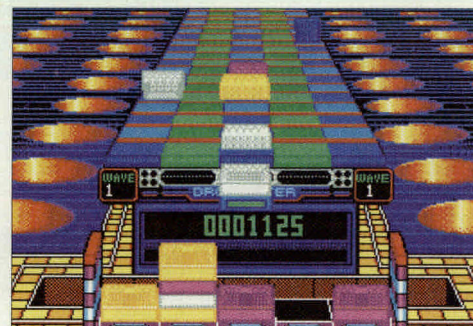


TIME MACHINE

Actually, now that it's happened to Steve, I don't feel so bad. He spent ages battling away with Time Machine, and then finds out a level skip cheat! Thanks go to Mev Dinc of Vivid Image for this one. Get a high-score and enter the word DIZZY. Now you can skip to any zone just by pressing the relevant number keys.

KLAX

If you've pulled most of your hair out trying to beat this cryptic arcade conversion, then here's a cheat that might stop you from ending up like Kojak. While playing the game press down all the keys on the left hand side of the keyboard and you will skip to the next level. Ta again to Duncan for this little butie.



PREDATOR

Being as tough as Arnie is a bit hard, but thanks to clever-dick Duncan here's a lovely-jubly easy cheat that will make the game a sinch. If your energy gets a bit on the low side, simply press F10 and restore the lot.



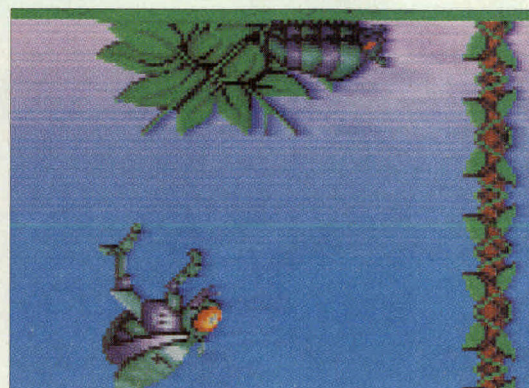
ZIRIAX

OK, Showing off yet again Duncan has provided us with yet another extraordinarily handy cheat. While playing the game, press 1, 2, 3, 4, 5 or 6 to light up the respective power-up and return to activate it. Cheers once again to Duncan for all these cheats.

VENUS

Last month we printed most of the codes for this wicked game, and thanks to Duncan Compton of Dorset we can now print the last two codes and a few cheats.

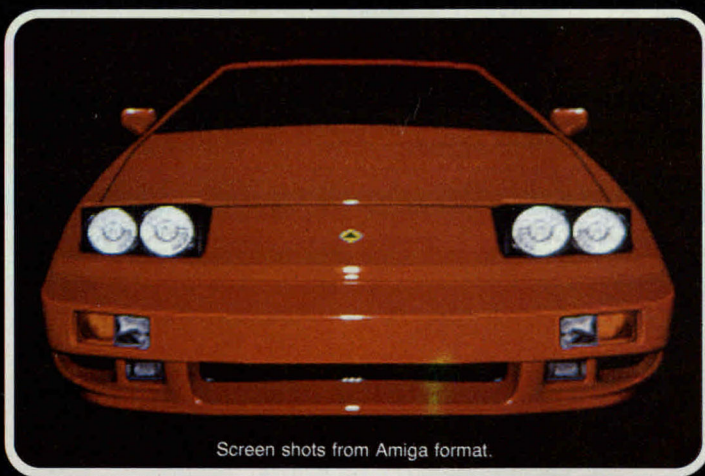
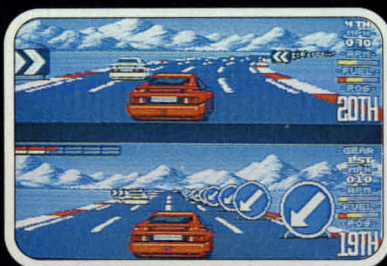
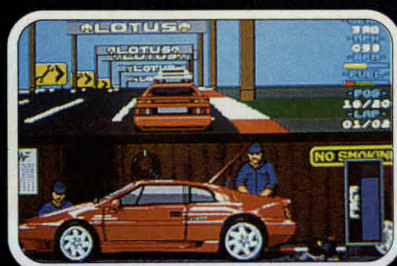
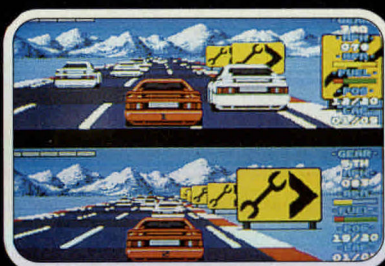
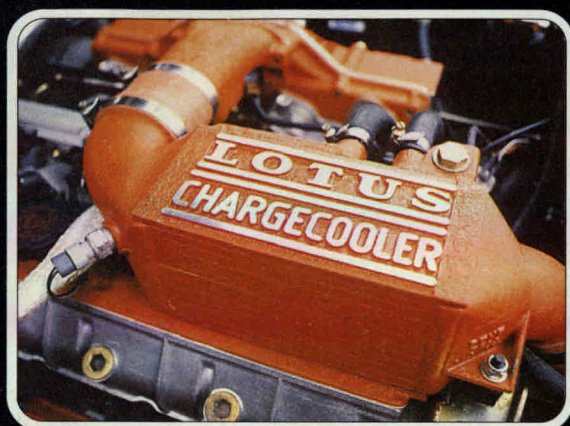
PYRALID: Level six, Tech World
NOCTUID: Level seven, The Translucent Plain
MARS : Access to all weapons
PLUTO : Unlimited ammunition
JUPITER: Unlimited time
MERCURY: Constant flying ability
SATURN : Try this for yourself





LOTUS ESPRIT

TURBO CHALLENGE



Screen shots from Amiga format.



Approved and licensed product
of Group Lotus Plc.

ONLY GREMLIN CAN DO THIS

AVAILABLE ON
ATARI ST/STE & AMIGA
CBM 64/128, SPECTRUM &
AMSTRAD CASSETTE & DISK



Gremlin Graphics Software Ltd..

- 32 different courses.
- 20 competing cars.
- 1/2 player head to head.
- Multi-hazard Turbo performance.

DARE YOU TAKE YOURS?

**VIRUS ... ATTACK ... HUMAN ... ALIEN ... INVASION ... POISON ... MUTANT ...
CLONE ... REPRODUCE ... SURVIVAL? ... ANTIBODIES ... DEFENCE ...
ELIMINATE ... REPEL ... CURE ... YOU NEED...**



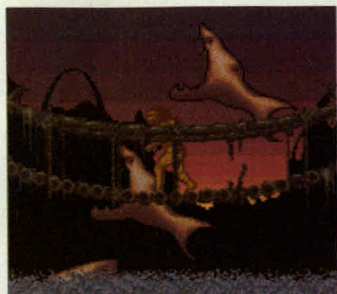
- 100% ray-traced graphics
- Ad lib and Roland sonic support (PC)
- 256 colours (PC VGA version) ● Specially enhanced Atari STE mode
- Limited edition special canister packaging
- Random copies feature extra prize winning opportunity!



U.S. GOLD LTD., Units 2/3, Holford Way, Holford,
Birmingham B6 7AX, England. Tel: 021 625 3366.
Copyright © & © 1990. The Assembly Line and U.S. Gold. All
rights reserved. Manufactured and published by U.S. Gold Ltd.

GIGAWATT BEAST II

Let's face it, the first Beast was a major let-down. This sequel, though, more than made up for it as it combined Beast's great graphics with some addictive puzzling gameplay. Ever to the rescue, Doug Johns guides you through the perils as you attempt to defeat the Beast-Mage.



WHICH WAY TO GO?

Starting from the small mound run to the left. As you start to go up the next slope take care not to be hit by the bombs that are thrown from the trees; as you go through the forest, wait by each of the tree trunks before running to the next one, so you can avoid most of the bombs.

Carry on running left until you come to a bridge with fish jumping through it. Unfortunately, you'll just

have to rely on luck to get by without losing energy. Soon you will see a man being attacked by a demon. Kill the demon and then ask the man about "traps".

He will then tell you about a lower or upper switch that will come in handy later. Go down the rope that is to the left, killing the various nasties jump into the passage half-way down on the left hand side.



ENTERING THE DRAGON'S LAIR

As you run in here a demon will fly past you. Follow him and kill him before he cuts the rope you climbed down on. Now head left along the passage again and dispose of the man pushing the spiked-block. Make your way up the slope, and as soon as you see the demon jump and kill him. Pick up the key he drops and continue up the slope waiting at the top for a large rock to be carried across. Keep going left and go up the first rope you come to (jumping over the demon on the way). Jump to the right at the top and use the key to open the door. Go through and wait at the top of the slope for a trap to fall. Just past the trap you

will come across two switches. Activate the one the man told you about, and then go up in the lift. At the top, run right and jump across the gap; don't go down the chain. Go through the first room with the bats, and then in the next on climb up the second chain and jump right. Take the potion and chest. Go back down the chain and continue right into the next room and collect the key, then head back towards the first chain. Go down the chain and jump left at the bottom. Use the key on the door to animal out, and then quickly activate the bottom switch and go back up the chain. Go back to the lift, and go back down.

ASHRAN OF THE EAST

Go back to where the see-saw was and head left until you find a large boulder. Using three switches on the wall pick up the rock, move it to the right and drop it so it smashes on the ground leaving a smaller rock. Push this to the see-saw and then climb up the rope and jump on to the other end of the see-saw, so the rock gets thrown into the cage above.

Without hesitating, run right and wait in the other lift, then you will be lifted up to the ledge you couldn't reach. Walk left and you will come across a large dragon. Kill him and then free the man in the bag hanging from the branch. He will then tell you a password that will enable you to get in to see another dragon.



THE GOOD DRAGON

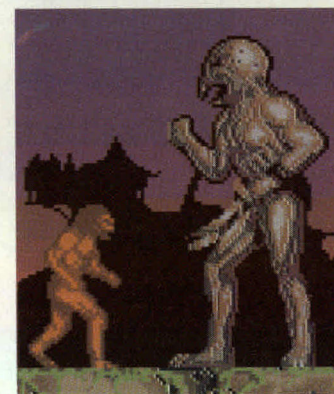
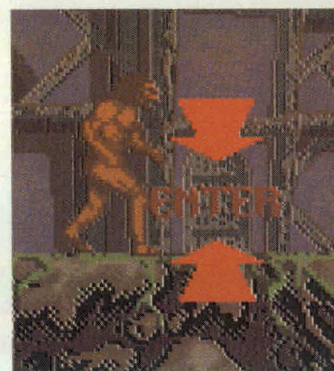
Go back to the rope that the demon tried to cut and carry on downwards, and when you get to the bottom, jump off and go to the right. Whisper the password when asked and head into the castle.

Go right until you find a potion and chest, and then go up the rope you went under. At the top you will meet the dragon who will give you a parchment to help you in your quest. Leave the castle and instead of going back up the rope, go to the left.

Kill the men armed with maces by jumping towards them and firing. Once you have disposed of them both go back and collect the potion and chest, then head left again and enter the inn. Inside the inn go up the stairs to the left and collect the ale.

Now head all the way back to where you started and go right. Kill the spear men by jumping over their spears and then hitting them with the mace, and the men that fall out of the trees are easy to get rid of.

Eventually you will come across a load of bubbles jumping around. Using the platforms make your way upwards and kill the monster with the bubble gun at the top. Collect the axe that he leaves behind and carry on going



upwards. Break through the wall that stands in your way, and collect the potion and chest that is behind it. Go back down to the bottom where the bubbles were and break through the ground by jumping on it. This will lead you to the goblin's stronghold. Collect the potion and horn, and then go down the rope and talk to a snail sitting on a toadstool. Ask him about Zelek, and then ask him about Karamoon. He will then ask you if you want to go back to Karamoon and if you are willing to pay for the service (answer yes to both).



THE GOBLIN STRONGHOLD

Jump across the water (getting hit by the ice spikes) and collect the potion. Keep on going and collect the chest. Now you will come to a bridge with a goblin at the end of it. Without stopping follow the goblin and when he gets inside the fortress use the axe to shoot the goblin at the far left who is winding in the draw-bridge.

Dispose of the other guards with the mace and then smash a door in the wall that is keeping you out. Go inside and go up the first rope you come to and jump left onto the ledge. Hit the switch on the wall and then rush to the left. When you get to the end activate the other switch and run back as quickly as possible. Now go down the other rope.

At the bottom avoid the goblins and collect the key to the right, then quickly go left and get caught in the cage. You will then be taken away and put in a cell with another prisoner. Give the key to the guard outside and then break through the door. Without stopping to deal with the guard climb up the rope and deal with the goblin at the top. Now go back to the bottom and kill the guard and take the key.

Release the prisoner in the cell that is above yours with the newly acquired key and then go to the top of the rope and go left. Kill the two goblins, take the ring and head right to where the prisoners are. Open the door with the only key you have left and follow the prisoners (let them go first) and leave the goblin fortress.

THE GREAT MAGE

Outside (where the bubbles were), go right and down the rope to the water. Jump across, killing the big monster, and climb up the rope (if you miss there's another rope, but you'll lose a lot of energy). Keep on heading right and eventually you will come across a large monster with a sword. Don't kill him, but lure with over the bridge.

As he gets half way across, the bridge will break and he will fall through. Jump over the hole made and give the ring and parchment to the man you meet. He will give you a spell that will kill Zelek (hooray!). Now go back to the bridge and fall through into a whirl pool and you will be teleported to a far off land.

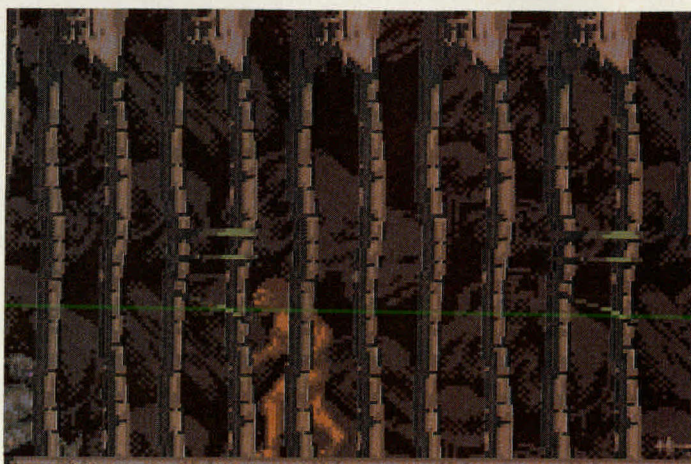
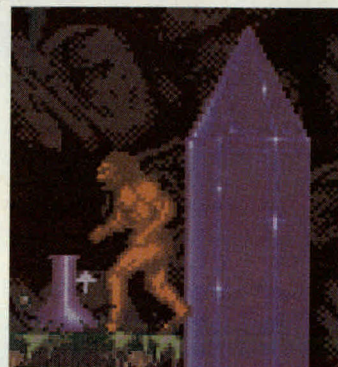


PHANTASY WORLD

You will now find yourself back in Karamoon, near to where the old man was. Go right, killing the giants on the way, and jump off the ledge. Continue right killing the frogs (the spell gets rid of them really quickly), and past the snake thing in the dead tree. When you can't get any further use the horn and a boat will appear. Get on the boat a head towards Zelek's castle. Inside

make your way half-way down the stairs, and when you see another set going up, take them.

Collect the potion at the top and then go back down the other set. At the bottom go right and you will encounter the mighty Zelek. Using the spell beat him and that's it you've finished the game. Wasn't that end screen just worth all the trouble. No, not really!



MARC™

NO-ONE
HAD THE
GUTS
UNTIL
NOW!



© WILLIAMS

The hottest coin-op game in the past two years now comes storming on to your computer - with a vengeance! Controlling a Miami-Vice-style cop, you crusade through the criminal world of pushers and dealers, shooting, arresting and basically destroying everything in sight! Every level of tense and non-stop action introduces greater hazards, traps and firepower in what has been hailed as the greatest shoot'em-up coin-op game ever!

ocean

**SPECTRUM AMSTRAD
COMMODORE
ATARI ST CBM AMIGA**

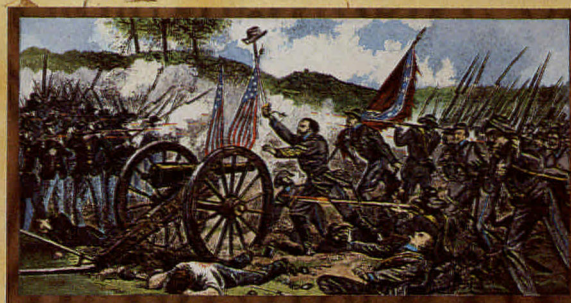
THE POWER TO CHANGE AMERICAN HISTORY

**CAN YOU LEAD THE OUT-NUMBERED REBELS
TO VICTORY AND WIN THE GREATEST BATTLE IN
THE AMERICAN CIVIL WAR?**

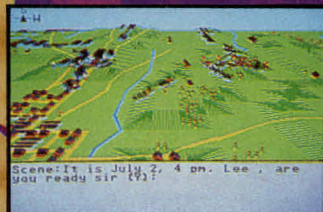
GETTYSBURG



The third title in ARC's acclaimed BattleScapes series, Gettysburg is a war game simulation from the American Civil War. The battle featured was a massive confrontation between 70,000 troops under the charismatic General Lee and 90,000 Union soldiers under the dry and calculating General Meade. It was the pivotal battle of the American Civil War.



Screen shots from Atari ST format.



History tells us that Lee lost the battle, but with Gettysburg you can re-write history. Can you guide the rebels to victory and change the course of American history? Would you be able to defeat Lee and ensure a Union victory? The choice and the challenge are yours.

Features:

- Stunning BattleScapes graphics.
- Original Soundtrack.



- Eighty page playguide
- Laminated Map
- Free write on, rub off BattleScapes pen

REACH OUT FOR THE POWER OF ARC

ATARI ST, GEM, AMIGA, 800, 800

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different

GTGA: OPERATION STEALTH

AT THE AIRPORT

As you arrive at the airport, examine the coin slot and you will find a coin. Use this coin to buy a newspaper from the newspaper machine. Examine the newspaper to find out which country has re-opened diplomatic relations with Santa Paraqua. John must now make a false passport - the nationality of which depends on which country is now friendly with Santa Paraqua.

Go into the toilets on the left and hide in the cubicle. Operate briefcase, take pen, take american passport, examine american passport, take the dollars which are in american passport, operate the calculator (the secret compartment opens), take blank passport (select nationality according to the information in the newspaper), operate validation button: a false passport is produced. Take it and leave the toilets. Use the false passport on the customs officer.

Speak to the welcoming hostess (in kiosk) and she will give you a telegram. Examine the telegram to find out that it says "Mr Martinez flight 714". Use airline ticket on security guard to go through to claim baggage from one of the two baggage claim halls. Check on electronic display which hall is for flight 714. Examine blue baggage: there is a label on it which says "Mr Martinez". Take the baggage and then go in to the toilets.

Operate the shaver you find inside, and you will find an electric cable. Use the electrical cable on the electrical socket: a message from the shaver says "meet at Mimosas Park, wear a red carnation". Take the cable and shaver, and then leave the toilets. Use the false passport on the customs officer, and then go off the left of the screen, through the automatic door; wait by the taxi sign until a taxi arrives and get in.



IN THE TOWN CENTRE

Use the wad of notes on the Bank Clerk. He will change your dollars into Santa Paraguan currency. Repeat this operation, because you still have some notes left over, then leave the bank and go to the florist. Use the coins on the florist, and take the red carnation. Go to the park and sit on the bench. Then put on the red carnation. Your contact will arrive, but unfortunately he gets shot from a passing Limo.

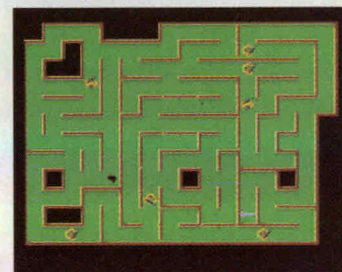
Take the offered keycard and leave immediately for the bank. Examine the keycard, and use it on the bank employee: he will open the safe-room for you. Use the key on the safe whose number corresponds to the number on the card. Operate the safe lock and take the envelope and the small box. At this point you will be caught by two Russian agents and left tied up in an underground cave.

Operate the ground and you will discover a piece of metal. Use this on the rope you're tied up with and you will free yourself. Take the pick-axe. Examine the rock wall. Find the part with the draught of air coming through, and operate the pick-axe three times to break through.



UNDERWATER SCENE

Using the left mouse button, swim towards the right. Avoid the rocks. Go up to the surface periodically for air (keep an eye on the red oxygen indicator). At the end of the underwater section you arrive back at the town centre.



THE HOTEL

In front of the hotel, sitting on the beach, there is a man selling inflatable bracelets. Use coins on the man to buy a bracelet, then go into the hotel. Operate the lift button and go to the second floor, then use the stairs to get to the third floor. Turn right and operate the door to go in.

A woman called Julia will then threaten you at gunpoint, and then the men from SPYDER organisation and OTTO (your double) kidnap both you and Julia. They take you to a boat and as soon as the enemies start talking, operate the bracelet. The men from SPYDER throw you and Julia overboard, weighed down by lumps of concrete.

Let yourself drop down as far as the sea bed and then operate the bracelet. Swim towards Julia

by holding down the left mouse button, then operate Julia and she will be freed. You will now go automatically back up to the surface where a friend of Julia's is waiting in a boat. He will take you through the jungle to the resistance headquarters. From there you will be taken to General Maniqua's palace.



PALACE - LABYRINTH

You must go through the maze until you come to the key. Collect the key and go to the exit, using the rotating doors to avoid the guards. When you have completed the mazes you will come to a large door. Operate the door and it will open to reveal an office. Go in and operate the statue's arm and a safe will appear. Use the little box on the safe, and operate the on/off button

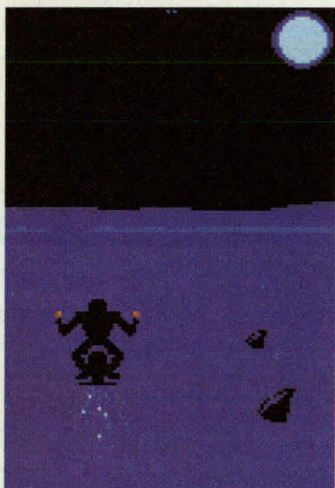


on the box to switch it on. Operate the up and down arrows until the first light on the box lights up. Operate the validation button on the safe. Operate the up and down arrows until the second light on the box lights up, and then operate the validation button on the safe again (repeat this process for the third and fourth numbers). Operate the on/off button on the little box to switch it off, and take it. Operate the validation button on the safe once more and the safe will open. Inside is an envelope which you should take.



UNDERWATER SCENE

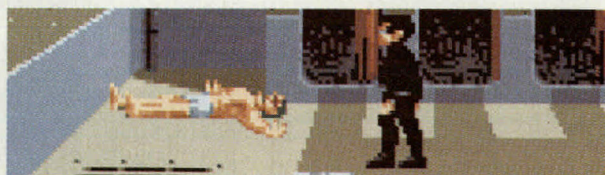
Go towards the screen where the seaweed is and examine it until you are told there is something odd by that particular bit of seaweed. Examine the piece again and you will find an elastic band. Go toward the last screen on the right. Examine the palm tree, and then operate the palm tree. Operate the button, go towards the way in and operate the hatch. In the Secret Base use the pen on the lock, and use the watch on the right wall and the left wall. Go towards the grille and wait underneath the grill. Operate the grille and enter another Labyrinth scene.



THE LASER AND CONTROL ROOM

Use the stamped orders sheet on the letter box, and go towards the laser doors. Use the electric cable on the electric socket, operate the electric razor (it switches on). Use razor on waste-paper basket and go to the exit on the right. Wait for a message from the razor "Explode, one, two...". As soon as the message appears use the cigarette (red) on the computer.

As soon as the computer has exploded, operate Otto. After John has fought with Otto, use the compact disc on the laser-reader. Go to the door at the top on the left. Helicopter scene. Use elastic band on bomb, and let yourself fall to the ground. When the second screen appears, operate the lifeboat.



MAKING YOUR WAY THROUGH THE CORRIDORS

Operate the soldier. Examine the shoes and take the laces. Take the towel and use it on the soldier - use the laces on the soldier as well. Now take the shoes, clothes and glass, and leave the room. In the corridor, go towards the exit at the bottom on the left. In the next corridor, go towards the opposite door and go in. Examine the drawer (third drawer up on the left), operate the drawer, examine the drawer, take the laces, and use the laces on John. Examine the drawer (bottom drawer on right). Operate drawer, examine drawer, take the stamp, and leave

the room. Go towards the exit on the right, and in the next corridor go in the door opposite. Examine the clothes and take the orders (a sheet of paper with your orders on it). Use the glass on the water fountain, operate the untidy desk, take the life boat, and leave the room. Go towards the exit at the top on the right, and in this corridor a guard will ask you to get him a glass of water. Go towards the exit at the top on the right, the exit at the top on the left, and go through the door on right. Use the full glass of water on the officer and as soon as he turns around

take the stamp. Leave the room. Go to the exit on the right, then the exit at the bottom on the right, and go through the door. Take the ink pad (between the chair and the untidy mess on the desk), use the stamp on the ink pad, and then use the inked pad on the orders sheet. Operate the cigarette case and examine the cigarette (blue). Operate the cigarette, and use the cigarette on the the glass; a fingerprint appears. Leave the room. Go to the exit at the top on the right. Use fingerprint on keypad. Go through armoured door. Go in other exit, on the right.



That's it, you will then have completed Operation Stealth - easy, huh!

IT'S MIND BLOWING ...IT'S TNT

Light the fuse and stand back for TNT – the explosive action pack from Tengen! Test your skills on five top coin-op hits featuring the very best in arcade action. Humorous... Exciting... Stimulating... For great variety and value, break open the crate.



Hard Drivin'

The Ultimate Drivin' Simulation. Experience the thrills and spills of racing in realistic, solid 3D.

"A stunning conversion..." C&VG
"A sure fire hit." Sinclair User
"Near perfect conversion"

ACE

© 1989 Tengen Inc., All rights reserved.
™ Atari Games Corporation



APB

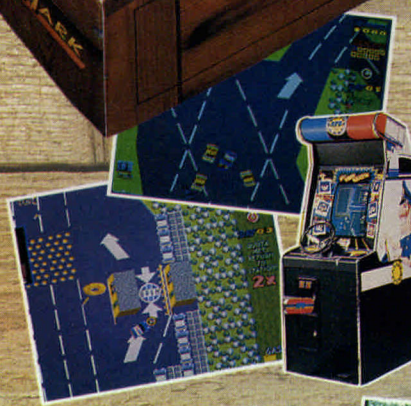
A wacky game of cops and robbers... High speed chases, dangerous arrests and shoot outs all in crazy cartoon action. So let's be careful out there – Officer Bob's on the Beat!

"Straight from the coin-op... a must for all fans"

New Computer Express

"Great fun... pretty hard... keeps you coming back for more" Zero

"A must buy!" Crash
© 1989, 1987 Tengen Inc., All rights reserved.
™ Atari Games Corporation



Toobin'

Get Toobin' with the Tube Dudes. Ride the rapids and check out the white water challenges for an action packed fun day out toobin'.

Great music... heaps of playability... a brilliant conversion" ACE
"Looks, sounds and plays great" C&VG
"Playable, addictive and above all great fun"

The Games Machine
© 1989, 1988 Tengen Inc., All rights reserved.
™ Tengen Inc.™ Atari Games Corporation



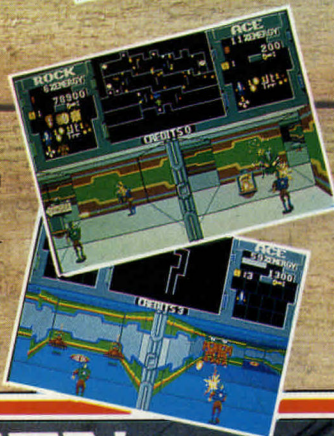
XYBOTS

The ultimate double action, split screen game. Keep a step ahead of the deadly robots. Annihilating action for one or two players.

"Simple, addictive and entertaining, Xybots will make your day"

Personal Computer World
"Great blasting fun all the way, check it out as soon as possible" Crash
"Everything from the coin-op is here – graphics, sound and gameplay are identical" New Computer Express

© 1989, 1987 Tengen Inc., All rights reserved.
™ Tengen Inc.



DRAGON SPIRIT

Scorch a path through the skies in a frenzied flight of mayhem and destruction. A do or die mission. Defeat or victory depends on your skill. Have you got the Dragon Spirit?

"Accurate and action packed... great graphics and addictive gameplay" C&VG

"Makes the most of the coin-op" The Games Machine

"Another stonking coin-op conversion" Amstrad Action
© 1989 Tengen Inc., All rights reserved.
® & © 1987 NAMCO LTD.



TENGEN

The Name in Coin-Op Conversions.

Published by Domark Ltd, Ferry House, 51-57 Lacy Road London SW15 1PR Tel: +44(0)181 780 2224 Amiga Atari ST Screenshots
Available on: Atari ST, Amiga, Commodore 64 Amstrad Spectrum

DOMARK

GTGA: TIME MACHINE



THE PREHISTORIC ERA



THE ICE AGE



First of all, you must create a fire to keep the freezing cavemen warm. Place a pod by the cave in 2.5, and then walk to 2.2 and find the wood. Wait until it is in the top-left window and

beam over to 2.5 again. The wood will now be there, so go back to 2.1 and stand on a solid piece of land before transporting yourself back to the prehistoric zone. Using the same



THE STONE AGE

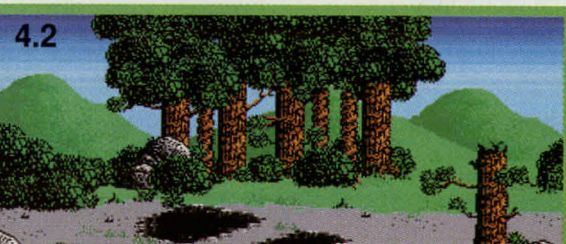


To influence man's technology, he must see the round wheel in action. If you have planetd seeds in 2.4, there will be trees in 3.4. You must break off the branches and make a bridge

across the water. This will then allow you to shoot the wheel across the water - this bridge is also needed in later zones. Use the Pterodactyl in the first era to cross the water, and change



THE MIDDLE AGES



Your aim here is to destroy Goliath, so get the powder barrel from 4.5, and avoid the cannon ball by standing in the middle of the screen in the third zone and warping into the fourth. Take

the barrel to 4.4 and drop it just on the right-hand side of the bridge - the closer the better. Place a pod near the barrel and wait for Goliath to get near the right-hand side of the bridge.



REPAIRING THE TIME MACHINE



The key to repairing your beloved machine is retrieving the crystal which powers it. You may have noticed a crystal which could be seen in 1.1. To get it, kill a few terrorists in 5.5 and wait

for a bomb. Transport this bomb to 1.1 and it will explode, freeing the crystal. Unfortunately, it falls into the deep swamp, but can be found in 1.2 if you search. Head back to the time

Vivid Image's second Amiga game was probably their best yet, and now, thanks to Vivid's very own Mev Dinc, here is the complete solution to Time Machine.



1.4



Starting in screen 1.3 (the geyser screen). Transport the mammals from screen 1.2 to 1.5 by placing a pod at 1.2, and then shooting the eggs so that the Pterodactyl takes you to the

cave screen. Drop another pod here and warp back to 1.2. Stun an animal with your beamer, and when it appears in the top-left window, take it to the other teleporter pod. Repeat this

several times (you can take up to sixteen animals) and then head back for screen 1.3 and block the geysers with the rocks. Zone 2 will now be accessible.



2.4



technique as the apes, transport the fire to screen 2.5 and this will ignite the wood - if it goes out, just repeat the procedure. All that remains now is to take the boulders of the

geysers to warm the planet. To allow primitive man to live, he must be able to eat - so teach him how to grow crops. Plant a pod by the river, next to the existing plants, and transport

apples from 1.2 and repeat for both river banks. Now warp to level three.



3.4



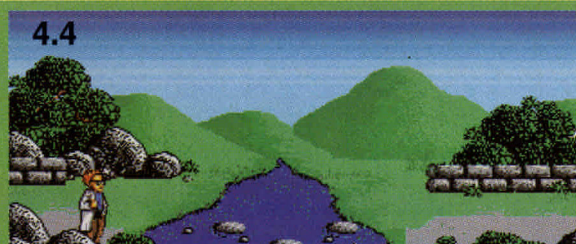
time zone when you think you are in line with the trees - this will cause you to drop from the sky on to the branches, snapping them off in the process. Repeat this process for the other

side, and trundle the wheel across the bridge. There is also another method, in which you carry the wheel from 3.5 to 3.3 and enter the hut there. You will then reappear in the hut in

screen 3.5, so walk up to the square wheel and drop the round one next to it. The fourth zone will now be active.



4.4

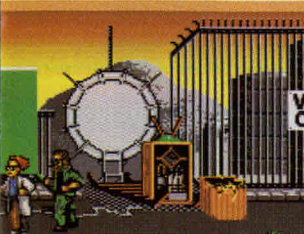


Quickly warp back to 1.1 (where the flame is) and transport the flame so that it ignites the barrel, killing Goliath as it explodes.

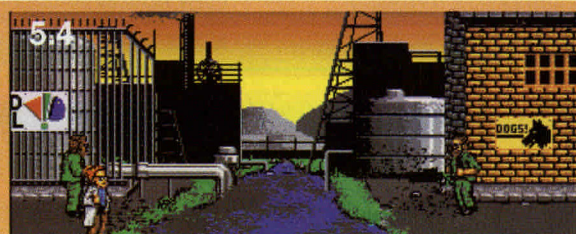
After that, take another barrel from 4.5 and

drop it in 4.1 next to the moving rock. Hidden beneath this rock is an oil source, so place a pod next to the barrel and, following the same method as before, ignite it. This dislodges the

rock, revealing the oil beneath. The fifth and final zone is now open to you.



5.4



machine and place a pod in it, and then return to the crystal and warp it back to the awaiting machine. To activate the machine, you must head for the switch above the Vid Oil sign in

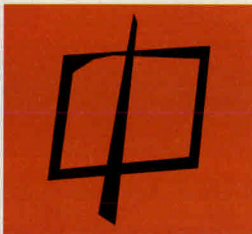
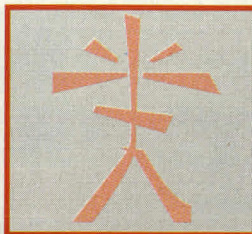
5.1. Head back to the first era and use the Pterodactyl to land on the building (ie, changing zones). Use your weapon to switch the power on and off. Head back and place the

crystal in the machine - ensuring it is OFF - and with the crystal in place, return to power up the device with the switch. All that remains now is to get in the time machine and do a pick up.

POKES

CORNER

Once again, Mark Lawrence returns with another selection of dissected games. This month *Beast II*, *Tusker*, *Midwinter* and *Last Ninja II* fall under his scrutiny and come out with their guts rearranged. Full instructions are included in the REM statements within the listings, so load up that trusty copy of Basic and get cheating.

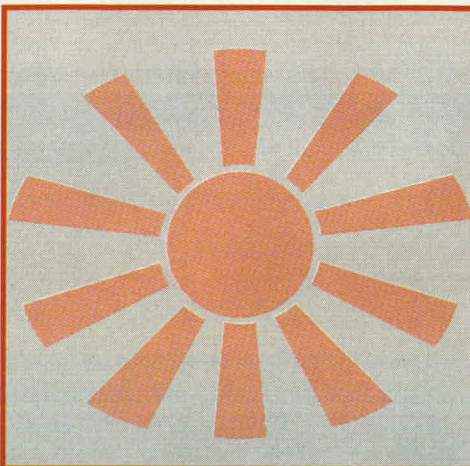


LAST NINJA II

```
10 REM Infinite lives for Last Ninja 2
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 89
50 READ BS:B=VAL("&H"+BS):CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>01143264 THEN PRINT "ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,43FA,0098,7000,4EAE,FDD8,4A80
120 DATA 6602,4E75,2F00,7202,7002,4840,4EAE,FF3A
130 DATA 2C5F,2E00,67EC,487A,0082,221F,243C,0000
140 DATA 03ED,4EAE,FFE2,2200,67D8,7602,4843,2407
150 DATA 2F00,4EAE,FFD6,221F,4EAE,FFB8,2C78,0004
160 DATA 4EAE,FF6A,41F9,00DF,F000,303C,7FFF,3140
170 DATA 009A,3140,009C,3140,0096,207C,0000,BBC4
180 DATA D1C7,30BC,4A6E,317C,4A6E,0ADA,41FA,0006
190 DATA 43F8,0500,701F,6008,2047,43F8,0600,70FF
200 DATA 4869,0004,32D8,51C8,FFFC,205F,4ED0,646F
210 DATA 732E,6C69,6272,6172,7900,4446,303A,4741
220 DATA 4D45,0000
230 REM Type this routine into basic and insert your game
    disk
240 REM in drive 0.Now run this and game should load as
    usual with
250 REM infinite lives
```

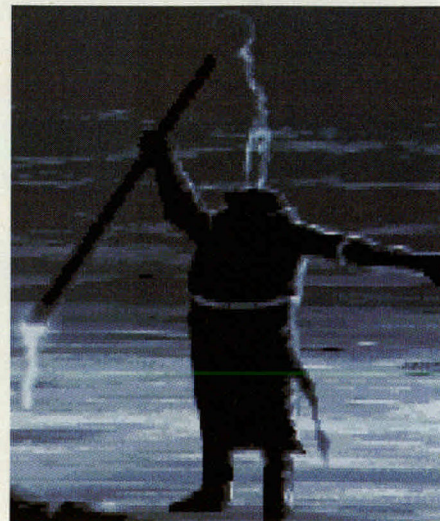
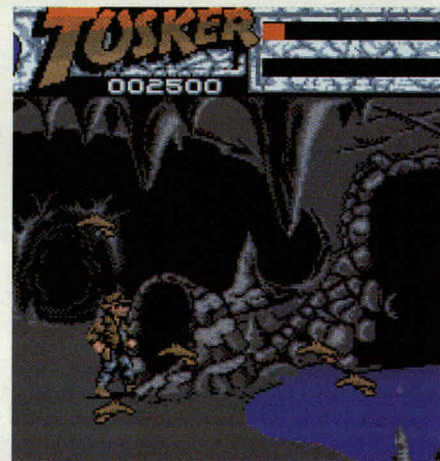
MIDWINTER

```
10 REM Pokes for Midwinter
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 125
50 READ BS:B=VAL("&H"+BS):CHEAT%(X)=B:T=T+B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,004A,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,41ED,031A,45FA,0028,7023,30DA
200 DATA 51C8,FFFC,2B7C,6000,02B6,0062,4EED,000C
210 DATA 7472,6163,6B64,6973,6B2E,6465,7669,6365
220 DATA 0000,41FA,0016,43F9,0003,17A8,7017,32D8
230 DATA 51C8,FFFC,4EF9,0003,1500,41EE,000E,43F9
240 DATA 0007,0000,22D8,22D8,22D8
250 REM the line below gives infinite muscle power
260 DATA 21FC,117C,00F9,364A,21FC,000F,4E71,364E
270 REM the line below resets all attributes on status page
280 DATA 21FC,10BC,00F9,3204,31FC,7207,320C,4E71
290 DATA 0000,0000,0000,0000,0000,0000,0000,0000
300 REM Type this listing into basic and insert your
    Midwinter
310 REM disk in drive 0.Now run the program and the game
320 REM should load as usual with pokes in place.
```



TUSKER

```
10 REM Infinite lives and bullets for Tusker
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 95
50 READ BS:B=VAL("&H"+BS):CHEAT%(X)=B:T=T+B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,0042,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,41ED,0074,45FA,0020,7009,30DA
200 DATA 51C8,FFFC,4EED,000C,7472,6163,6B64,6973
210 DATA 6B2E,6465,7669,6365,0000
220 REM Delete line below if you don't want
    infinite lives
230 DATA 33FC,4A79,0000,2E4E
240 REM Delete line below if you don't want
    infinite bullets
250 DATA 33FC,4A78,0000,EB24
260 DATA 4EF8,0600,0000,0000,0000,0000,0000,0000
270 REM Type this listing into Basic,insert
    Tusker disk
280 REM and run it.Game should load as usual with
    pokes in place.
```



BEAST II

```
10 REM Infinite strength for Shadow of the Breast 2
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 119
50 READ BS:B=VAL("&H"+BS):CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>01510718 THEN PRINT "ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 4680,67F4,4680,49ED,0048,38C5,429C,38C0
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,0042,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,41ED,00D2,45FA,0020,7021,30DA
200 DATA 51C8,FFFC,4EED,000C,7472,6163,6B64,6973
210 DATA 6B2E,6465,7669,6365,0000,2078,0010,217C
220 DATA 6000,03E4,005C,41E8,0442,43FA,000C,7012
230 DATA 30D9,51C8,FFFC,4AFC,41F8,0256,43FA,0014
240 DATA 7005,30D9,51C8,FFFC,31FC,4EBB,02CC,4EF8
250 DATA 02B0,317C,6C06,6C18,43F8,0256,4E75,0000
260 REM Type this listing into Basic and insert your
    game disk
270 REM in drive 0.Now run this program and game
    should load as
280 REM usual with infinite strength
```

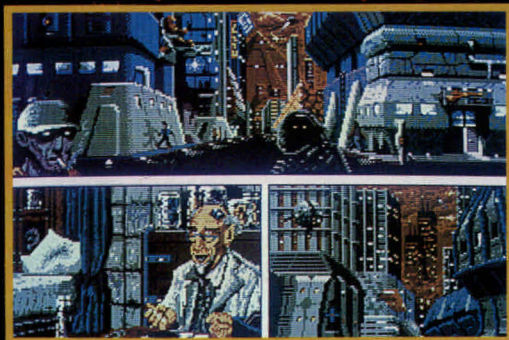

BAT

A
THRILLING
ROLE PLAYING
ADVENTURE

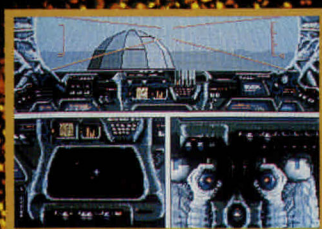
EARTH, 22nd century.

You are about to embark on an exciting and dangerous adventure. The Bureau of Astral Troubleshooters has selected you as their special agent.

Your mission : to find and destroy Vrangor, the evil genius who is threatening the people of the planet Selenia.

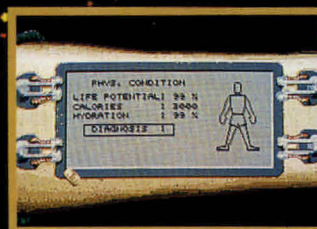


Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the actual city of Terrapolis.

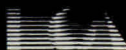


▶ Pilot the DRAG, a genuine flight simulator shown in 3D.

Learn how to use B.O.B., the programmable computer implanted in your arm.



Distributed by



ELECTRONIC ARTS™

VISIT YOUR LOCAL
RETAILER OR CALL :
1 800 245 4525



▶ Explore over 1100 different locations and meet characters from 7 different species.

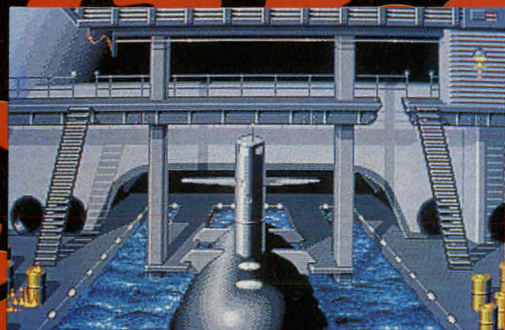
Enjoy the futuristic atmosphere provided by outstanding graphics and sound effects.



UBI SOFT

Entertainment Software

THE NAME IS BOND...



Domark's conversion of the hit 007 film, *The Spy Who Loved Me*, is easily the best Bond game to make it to computer. Sporting seven stages of varied shoot 'em-up action, *Spy's* action sets you against the evil Blofeld and the metallic-mouthed Jaws, as you attempt to avert nuclear disaster. So, by way of celebration for the game's release, Domark are offering a lucky winner the chance to win fifteen 007 videos. That includes such classics as *Goldfinger*, *Moonraker*, *Dr. No*, and, of course, *The Spy Who Loved Me*. Also, twenty runners-up will receive a nifty Domark T-shirt.

Shown below is a wordsearch, hidden within which are the names of ten James Bond films. You must find these and write them down on the entry form below, and then send it to:

Domark Compo. Amiga Action, Interactive Publishing, Europa House, Adlington Park, Nr Macclesfield, Cheshire, SK10 4NP.

Please make sure that your entries are in by 30th November or we'll send Doug (002.34) round to sort you out.

HFWSKKMESSLNBHGUJTNDHGGSHSHS
 TYRIUGOLDFINGERWKTPOLRTNBHGT
 HAHAYUTIPCSTEVENMJHIPOTUSWH
 UGLYGITALOEBCGBDTJHSVHIMUMSE
 NUTTYBOYZENMMMOONRAKERGHKILL
 DINLODOUGYCSTAISJOBYATYTGDI
 EVBGCBNHTEEALEXBNHGYNALIVESV
 RATDTGHGHQTFARTYBUMSDCNHRSSI
 BADOCTORNONBJHFHGFYLAUGHSSN
 APESPNUTRAKMBHUYTTRSEMIVCHRG
 LUGSUBVGVGIHELLOALLWTOADYHED
 LOBESILLYELBVHGYSSSQDMANTAQA
 MUTHSTERSYLWOTCHATYYIBUGGERY
 JOLLYTHETHESPYWHOLOVEDMEKILL
 LICENCETO FISHFORTROUTHAHAAHAI
 GHTYREUIRHHJGYQWEEWEEMBNGHYG
 OLDMACDONALDHADAFARMEIEIEIOFGH
 ALEHHFYTPOORTYHDGFGDGDGRSAGT
 BVGGTHEHLSSHGJAWSBHGHTRHMS

The answers to the Mirrorsoft competition are:

Answer 1 Answer 2

Answer 3 Answer 4

Answer 5 Answer 6

Answer 7 Answer 8

Answer 9 Answer 10

Name

Address

.....

.....

Post code

Daytime telephone number

JAMES POND



When danger threatens in the icy deep, when hope seems lost and the end looks nigh, there's only one fish with the guts to save the day. Now's the time to call James Pond - underwater agent. He's fearless, he's clever, he's Ozone-friendly. James Pond, the fish with a mission (twelve missions, in fact), will take on anything, from retrieving radioactive canisters and plugging the leaks in oil tankers to rescuing doomed lobsters, mermaids and rare orchids from extinction.

Now you can take the part of James Pond in this all-action arcade adventure. With twelve levels and lots of secret areas to explore, brilliant graphics and game design by Chris Sorrell, this sub-sea spectacular is not to be missed!

- 12 momentous missions plus lots of bonus chambers
- choice of weapons or just blow up baddies with bubble-action!
- so many different enemies and pickups you'll wish you had eight tentacles!
- superb graphics, animation and smooth parallax scrolling

UNDERWATER AGENT



Atari screen shots

Atari ST & STE	£24.99
Amiga	£24.99



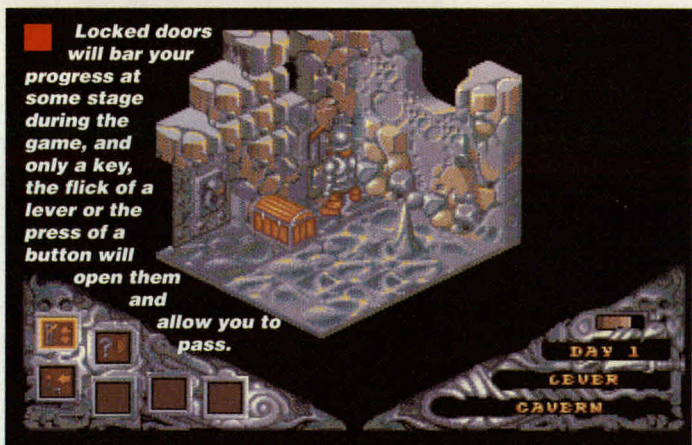
MILLENNIUM

Send S.A.E. for free catalogue to: Millennium Chancery House 107 St Pauls Road London N12NA

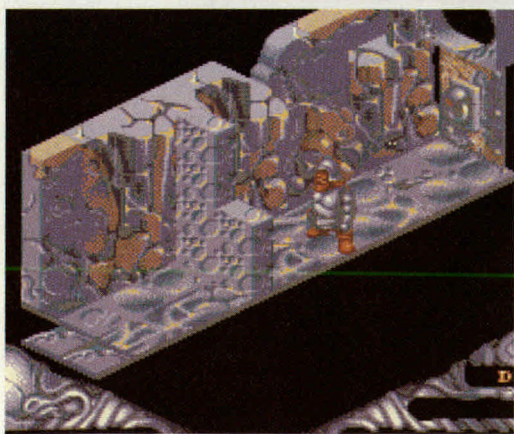
Hitting return on the keyboard will bring up the inventory of Karadoc's rucksack. The bag allows you to carry up to thirty items that you will stumble across during the game.



Karadoc has no means of fighting back when he first starts his quest, but soon enough, he'll find a bag of throwing stones that will enable him to destroy a foe with a couple of shots.



Clues in the form of parchments and scrolls are often scattered around, and when read a helpful hint on a tricky puzzle will often be given.



A solid wall halts your progress as not even a hardy warrior like yourself can walk through thick stone. However, you can use your brawn and knock the wall down with the pick axe found earlier.

IMAGEWORKS £24.99

CADAVER

There is a large castle situated in the depths of the Miasmal swamp which was once the home and base of the great Wulf dynasty. However, that generation has long gone and the only inhabitant of Wulf castle is Dianos, a necromancer of great power and wisdom. You play the part of Karadoc, who after his last mission of slaying the terrible Bedwig the giant in mortal combat, has been hired as a bounty hunter by the murdered Lord Carolus' captains. You must enter the huge and inhospitable castle in search of Carolus' assassin - the insane chancellor, Dianos.

For those of you who don't know what a necromancer does, he or she has the ability to summon the residents of the ethereal plane - the undead. This means that Wulf will be scattered with zombies and skeletons that all listen to Dianos' every whim,

which will usually involve your demise. Other creatures that live in the dank castle are large spiders with a venomous bite, spiked balls that float after you and get straight to the point and even wriggling worms who'll explode when they come into contact with you.

Cadaver takes on the isometric three view of the castle, and shows in great detail each of the room that you manage to enter and search. Using the joystick you can move Karadoc around the dusty rooms, and by tapping the button whilst standing next to an object, bring up the icon screen. This enables you to collect the object you're next to, examine an item or if the item in question is edible, eat or drink it.

At the beginning of the game you be equipped with nothing and you'll only be carrying your rucksack and the shirt on your back. However, this will all change soon enough as valuable object can be found throughout your quest, such as gems, parchments and pieces of

STEVE

With the release of Treasure Trap two months ago, it seems that Electronic Zoo started a bit of an isometric trend. Already this month, we have had Voodoo Nightmare which impressed, but Cadaver just blew me away! There is so much in it it is unbelievable, and the puzzle and huge play area will ensure that I'm battling with it for months to come. The graphics are nothing short of superb, with some of the nicest use of colour I have seen in a while, and the variety and animation of the many deadly creatures you face is incredible. Quite simply a stunning game, and one that proves that the Bitmaps can turn their hands to practically any style of game. Brilliant.

SOUND

Sound isn't Cadaver's strong point, but it's not it's weak spot either! Your boots clump loudly when walking on the stone floor, and monster scream when killed.

79%

GRAPHICS

Cadaver's graphics are breathtaking, the backdrops being superb. The animation on Karadoc is not as good as hoped, but doesn't detract at all from a superb game.

88%

DOUG

When I saw a pre-production copy of *Cadaver* about six months ago I thought that it had all the makings of a good game, and with the Bitmaps at the controls it seemed almost certain it would be. Now it is finally here and I'm pleased to say I wasn't wrong. The number of objects you can move and pick up is amazing and each has been drawn brilliantly. The puzzles within the game are very good, and require quite a bit of cryptic thinking to work them out. As this sort of game goes this is the best one I've seen, and it will probably stay that way for quite a while.

armour including shields and helmets. As far as weapons go, the first thing you'll find in that category is a bag full of throwing stones. A deadly blow will be dealt to a creature whenever one of these pebbles strikes the target.

The backpack enables you carry up to thirty objects, but the space is easily filled so take care not to take any junk along with you. Set over five levels, the game is packed with over seventy rooms per stage, each cavern being scattered with traps, puzzles and all manner of hostile enemies. Dianos is a tough opponent and you'll have to battle long and hard in order to conquer the threat of Wulf castle!

ALEX

This is so unlike the Bitmap's other games I was quite anxious to see what the result was. Thankfully, I was thrilled to see they have kept to their usual high standards and have once again produced a classic game that is a worthy addition to anyone's software collection. The graphics are simply brilliant, and although the sound isn't equally superb, the gameplay really shines through. If you want to see the Bitmap's true capabilities, try *Cadaver* - I'm sure you won't be disappointed.

■ *Cadaver*, meaning dead body, certainly lives up to its namesake. There are rotting corpses galore, most of which hold some interest for you. You'll have to search them though, and watch out - you may alert one of the nearby guards.



■ (Right) A large hole in the floor certainly doesn't look that exciting, but you may well wonder what lies at the bottom. There is only one way to find out, so forget about the massive drop and dive in!



■ (Below) When trapped at the bottom of a pit with no means of escape, it is time to resort to magic. From earlier experience, you know that you must cast six gems into the pool in order to be teleported out of the sticky predicament.



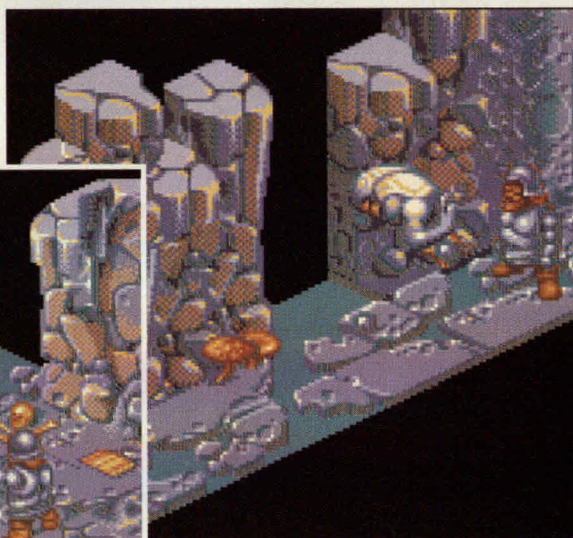
AMIGA ACTION

OVERALL RATING

84%



■ (Left) After destroying the spiked ball, a gleam in the corner of your eye brings your attention to the small charm, concealed in the hole in the wall. It's too high for you though, but by moving the barrel underneath and jumping up, the fabled object will be yours.



■ (Above) *Cadaver* has its fair share of nasties, and all deplete your energy when they come into contact with you. Bats fly over head and swoop down at Karadoc, whereas these beasts leap around, hoping to land on and crush you.

NOW SHOWING ON

AMIGA • ATARI ST
PC & COMPATIBLES
CBM 64/128 DISK

OUR AA RATED BACK

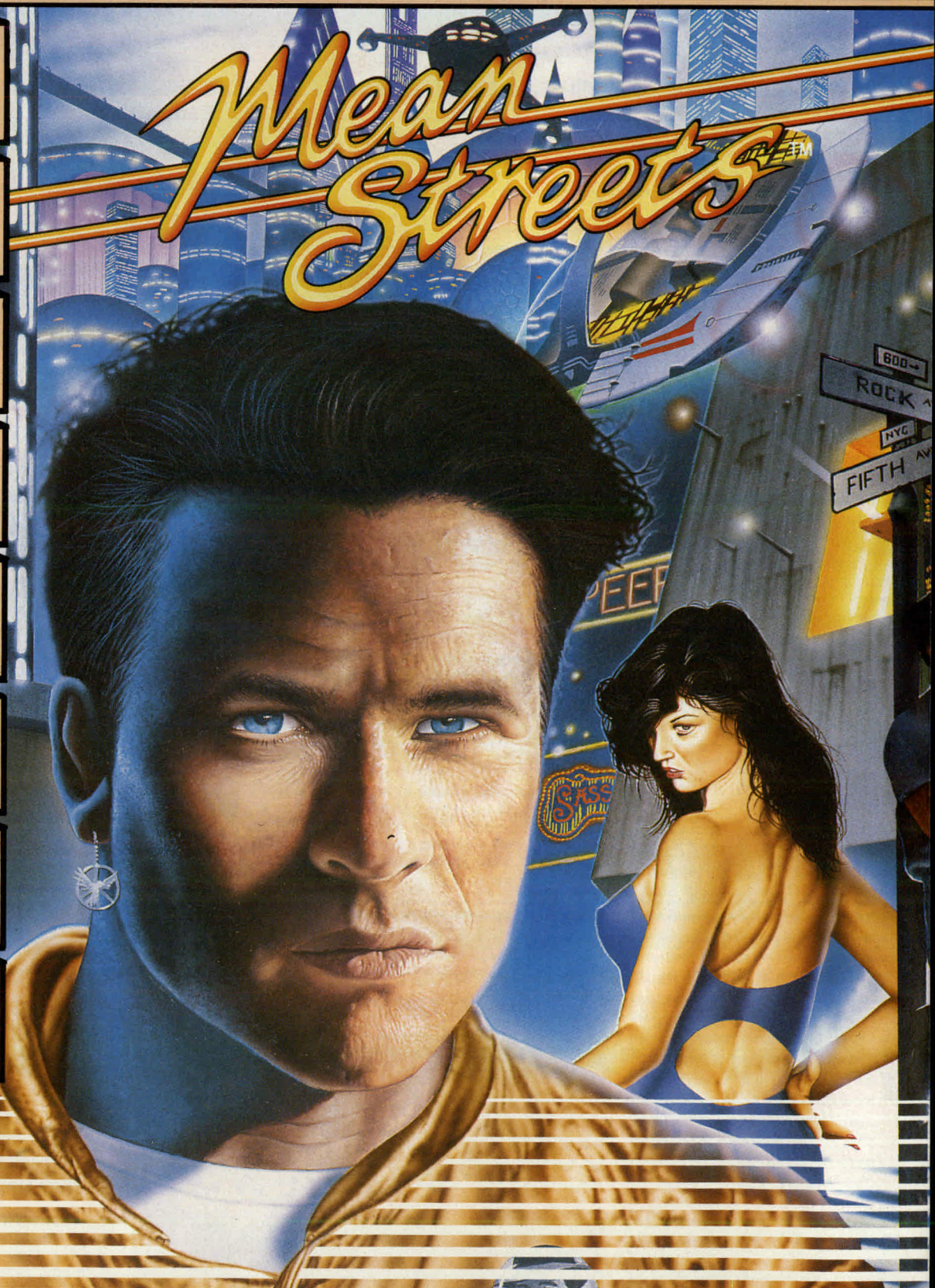


Mean Streets™

An Interactive
Detective Story

Features:

- Interact with more than 27 digitised characters and respond to questions, bribes and threats.
- Use the innovative 'point 'n' click' system which enables you to search without typing.
- Fly your 'Lotus speeder' to locations all along the West Coast.
- Rummage through offices, warehouses and factories looking for clues.



U.S. GOLD®

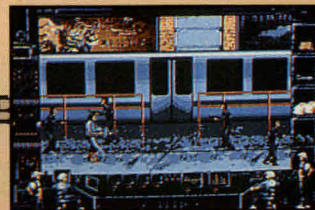
Copyright © by ACCESS SOFTWARE INC. 1990.
All rights reserved. Copyright subsists on this program.
Unauthorised copying, lending or resale by any means
strictly prohibited. Manufactured and distributed under
license by U.S. Gold Ltd, Units 2/3 Halford Way, Halford,
Birmingham B6 7AX. Tel: 021 625 3366.

IN A PC NEAR YOU

TO BACK FEATURE

AMIGA • ATARI ST
PC & COMPATIBLES

Crime Wave™



Crime Wave™

A Powerful
Detective Drama

Features:

- Incredible digitised "Motion Graphics"™ (featuring real actors and models).
- Real Sound™ digitised sound – no hardware required.
- Unique three dimensional scrolling playing fields.
- Tremendous depth and playability.
- Breathtaking 256 colour VGA/MCGA graphics.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

ACCESS™
Software Incorporated

NEW LINE SOFTWARE £19.95

PLEXU

After their previous shoot 'em-up, Aladin's Magic Lamp, New Line Software has changed the action from a mystical shooting

lamp to that of a well 'ard warrior equipped with a state-of-the-art laser! However, you seem to have been caught with your trousers down as when you return to your home planet you find that the evil robot king has overthrown your fellow populace.

You play the part of Plexu, the one and only survivor of an

expedition that set out over twenty years ago. While you were gone, a robot horde had over-thrown the defences of your planet and is now ruled by a bunch of fused-fiends! Now that all is lost and everyone you once knew is imprisoned, you must penetrate the robot stronghold

and free all the hostages, and then destroy the robot responsible for the suffering.

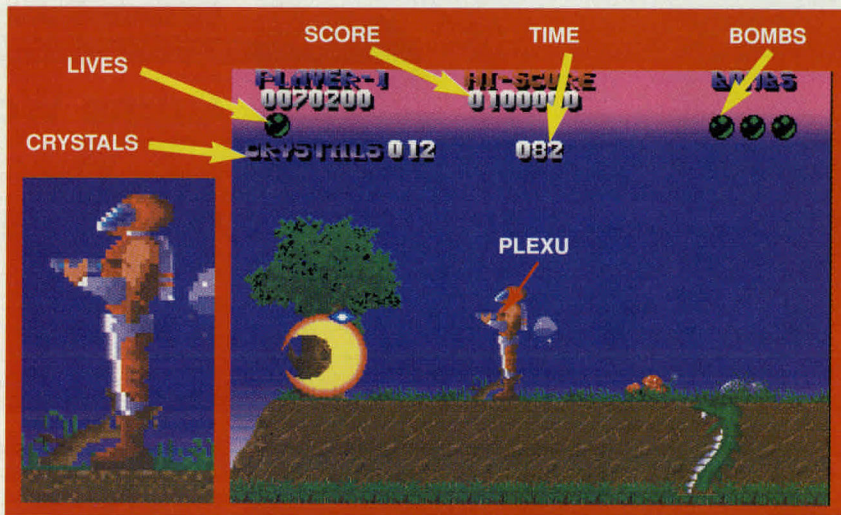
As you venture across the hostile terrains of the different levels in Plexu, you'll be confronted by all manner of creatures intent on your destruction. However, you have five lives at your disposal, one being lost every time you are shot or collide with one of the enemy. Crystals are dropped by the occasional unfortunate alien who happens to stray in front of your laser fire. These gems can be saved and later spent in the shop where new equipment, such as triple-way laser cannons and extra lives will be readily available, providing you have the cash upfront!

STEVE

Now I've seen some bad games in my time, but Plexu is quite easily one of the worst I have ever had the misfortune to play. The gameplay is repetitive and weak, and although the graphics are colourful, the sprites are dire and the attack patterns dull. Sound, too, is as uninspiring as you can get, rounding off a totally worthless piece of trash.

ALEX

I wasn't impressed with New Line's first release, Aladin's Magic Lamp, so I was hoping that Plexu would be slightly better. However, I was once again let down by a game that may look quite nice on-screen, but it plays like a nightmare. I found the control system unsuitable, and I often found myself ducking instead of firing diagonally. The collision detection was also poor, making Plexu a second rate game that I won't be returning to.

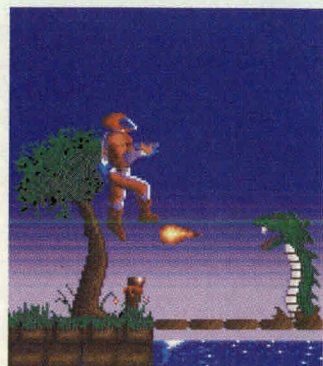


(Below) In order to build a better weapon or equip Plexu with another life, you must first collect the crystals dropped by dying aliens. This form of currency can then be spent in the shop.

OVERALL RATING

26%

(Below) A nasty bite is given by this over-sized snake which burst from the ground and spits fireballs at our poor hero. Unless dodged, the extreme heat will singe his skin as well as his pride!

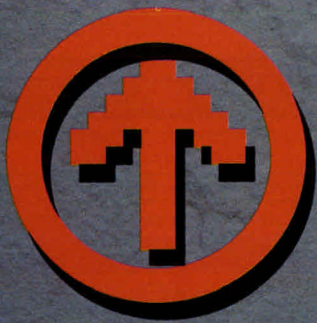


(Above) The sky darkens and you know that the worst is yet to come. The ground parts to the side as a zombie pulls itself from the soil, and then runs towards you, arms stretched out in front, claw at your throat!



(Below) At the end of the level is a large dragon that makes sure you do not pass. This serpent also has fiery breath and takes more than a few shots to destroy, but first impressions give off the feeling this dude has no weak spots (oh no!).





Captive[©]

The quest for freedom!

When you can't remember who you are, where you are and even what year it is, then you know trouble cannot be too far away...

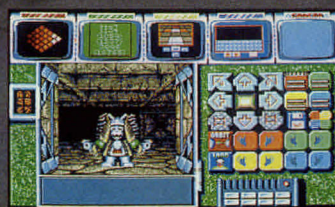
Held *Captive* for two hundred years in an orbiting space prison for a crime you didn't commit, you are desperate to escape from your electronic gaol.

Armed only with a briefcase computer found in the corner of your cell, you start sending out electronic SOS calls to the battling world outside.

Eventually you find a motley crew of four droids ready to help bring about your escape..

..so begins your quest for freedom!

Available for Commodore Amiga, Atari ST, IBM PC and compatibles.
£24.99



Actual screen shots

•Ace rated 930!
•C&VG Hit: 94%



M I N D S C A P E

For further information on Mindscape products and your local dealer, contact:
The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel. (044 486) 761

LOTUS ESPRIT CHALLENGE

coveted Lotus certificate. With a friend or alone, your aim is to take the forty-five thousand pounds car around a tortuous track, avoiding time-wasting scrapes and making it past the winning line first - ensuring that you are one of the first ten cars past the line. Needless to say, this isn't as easy as it sounds, because competing

acceleration when using the latter system, but it more than makes up for it in terms of ease of use.

GRAPHICS

A smooth 3D update, which is surprising when you consider just how much there is on both screens. All the cars are superbly drawn and equally well animated.

82%

against you are twenty computer-controlled cars and a circuit littered with assorted hazards. The screen is split horizontally, with the two players' cars shown on the same track at different positions. The joystick is used to

SOUND

A selection of four main racing themes, or sound effects. The tunes are thumping beats which suit the fast action perfectly, and the effects add to the atmosphere.

83%

control the car, with the directional controls guiding the car from side to side and accelerating, and the firebutton changing gear. Likewise, pulling back on the joystick activates the brakes, thus slowing the car down - although if

STEVE

Gremlin's long-awaited Lotus licence is finally here. I was a big fan of Epyx's Pitstop II on the 64, and Lotus is the nearest thing you are likely to get to the classic. The update is stunningly smooth, and the graphics amazing, but the icing on the cake is the incredibly addictive gameplay. The two-player mode adds to the game's already high lasting appeal, rounding off the best driving game the Amiga has seen for a long, long time.

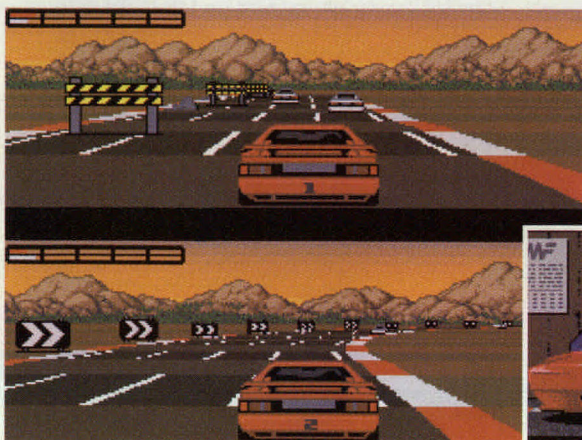
you have trouble getting to grips with this system, Gremlin have incorporated another which changes gear automatically. Once the race has started, the two screens then tail behind the car in third-person perspective, allowing you to keep an eye on both your progress and that of your human

opponent's. In addition, displayed above both cars are the relevant lap times, whilst at the bottom right-hand corner of the screen, your race position is shown. Each of the thirty-two tracks is set in a different country and these throw more and more hazards in your path as you progress - for instance, some levels house oil spills and flood water which will send you skidding and slow you down, whilst others have larger obstacles, such as rocks and roadworks, in the way which must be avoided at all costs.

■ A nice touch at the start of the game is the inclusion of an in-car CD player which allows you to choose which of the four in-game tunes you wish to accompany the race or whether you'd rather opt for straight effects.



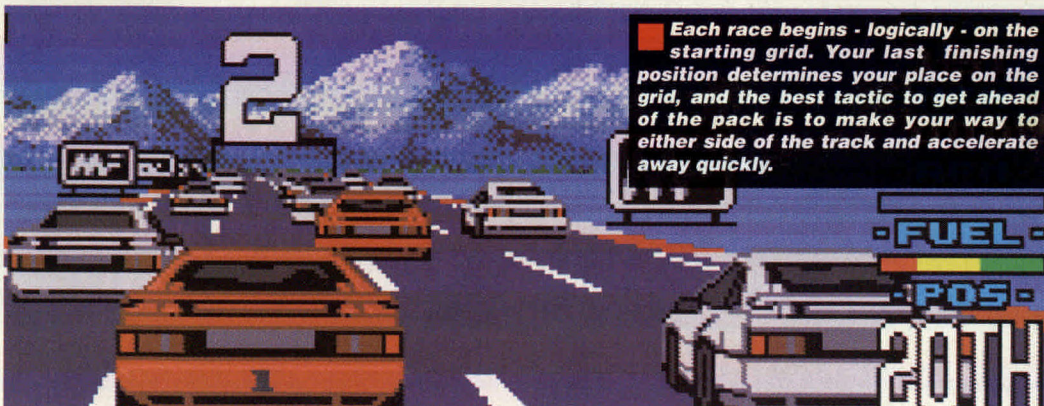
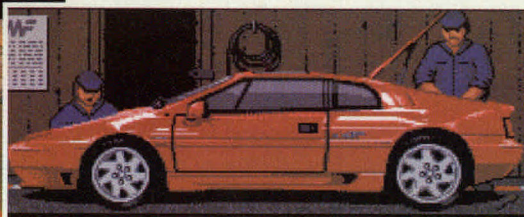
■ Hitting an obstacle doesn't actually damage your car in any way, but costs you valuable time as you slow down. Providing you still make it past the finishing line in the first ten, you'll be OK, but fail and you'll be out of the race.



■ Before each race begins, an info screen appears detailing what to expect in each track. Most useful of all, it warns you of the potential hazards you will encounter.



■ (Below) just past the starting line is a pitstop and for the longer races, it is imperative that you stop here to top up with fuel.



■ Each race begins - logically - on the starting grid. Your last finishing position determines your place on the grid, and the best tactic to get ahead of the pack is to make your way to either side of the track and accelerate away quickly.

DOUG

The second I laid my eyes on Lotus it immediately reminded me of the old 64 classic Pitstop II. The gameplay is simply amazing and from the second you pick up the joystick you'll be playing the game non-stop. The two-player option makes it even better and the addictive qualities are so high that I just simply couldn't stop playing it. Whatever you do, make sure you have enough money for Lotus, for it is a must and should be bought as soon as possible, if not sooner.

ALEX

Lotus Esprit Challenge is certainly one of Gremlin's finest games, combining stupendous graphics with immense playability. You'll notice that when you pick up the joystick and start competing, it'll be quite a while before you can rip yourself away from the action-packed screen. The game is extremely fast, and the sound, with four different tunes plus sound effects, all add up to make Lotus another hit from Gremlin.

UBISOFT £19.99

RAN XEROX

Ran Xerox is based around on the French cartoon of the same name, and is billed as an explosive combination of arcade and adventure where you, as Ranx, must rescue civilisation as we know it. A new threat has now overcome Earth, and Fushia sickness and the Psychoplague are rapidly spreading from one

town to another rapidly, and with devastating results. To top it all, no known vaccine has been found for either of these diseases, and therefore civilisation is currently down on its knees - even the president of the United States of America has caught the dreaded bug.

This is where Ranx comes in, as he has been called to find a cure for the fatal illnesses, and as a consequence make sure that our race lives on. On your journeys, you'll have to travel from Rome to New York, the streets being littered with the worst rabble you can imagine. Hooligan will knife you, while crime bosses will send their henchmen to gun you down.

Ran Xerox includes both arcade and adventure sections, the former involving you walking around the dirty streets, teaching thugs a lesson by punching their lights out and at the same time picking up vital pieces of equipment that help complete the smaller missions.

The adventure section however, allows you to travel from Rome to New York, searching and thus hopefully finding clues that will lead to your ultimate goal.

DOUG

At first, Ran Xerox seems to be a limited arcade/adventure with beat'em-up overtones. However, as time is spent wandering through the large play area and interacting with (not to mention beating up) the many colourful characters you encounter, it becomes apparent that the game is just that little bit different. Like Alex, the violent side to the game appealed to me, but there is so much else to do that it will please most puzzlers. By no means a classic, but well worth a look.

SOUND

A good racey tune introduces the game. During the game the noise of the city blurs on in the background whilst a grunt will be let out when a punch is thrown.

81%

GRAPHICS

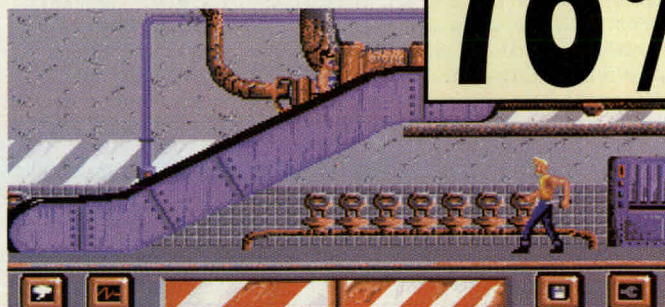
Ranx is nicely drawn, but the animation leaves a lot to be desired. He walks around the colourful backdrops as if he has got some sort of haemorrhoid complaint!

77%

ALEX

I have never heard of the comic strip variant of Ran Xerox before, so I was intrigued to see what sort of game it would turn out to be - I think the best way to describe it is, er, different. I quite enjoyed having to make my way through the streets of the rough side of town, and they have certainly catered for people who like their fair share of violence - every time you kick somebody's head in, blood spurts from their wound and they collapse to the floor, dead! It does take a while to get into, but after the initial frustration, I think that most people should enjoy the combination of lateral thinking and brutal violence!

(Below) When Ranx first starts the game, he emerges from the local subway exit. However, if he returns to the hellish depths of the underground station he'll be greeted by thugs galore, all of whom are wielding some deadly weapon!



Being an android, Ranx often has to recharge his chips. This is simply done by finding a nearby lamp-post and then kicking seven bells out of it. If done correctly, sparks will leap out of the battered lamp and restore Ranx's energy.



Tapping the space bar enables you to access the bottom menu screen, and in turn allows you to view Ranx's health, repair himself and more importantly, talk to anybody in the immediate vicinity.



Ranx is penniless when he first arrives, but he is given a clue as to the location of some ready cash by the girl standing on the street corner. It seems if you vandalise the parking meters, the coins inside will then become yours.

The doorman to the hotel is a stubborn old man and will let no-one in without the proper ID. However, it seems he can be bribed with a small amount of money, thus giving you access to all of the rooms inside.



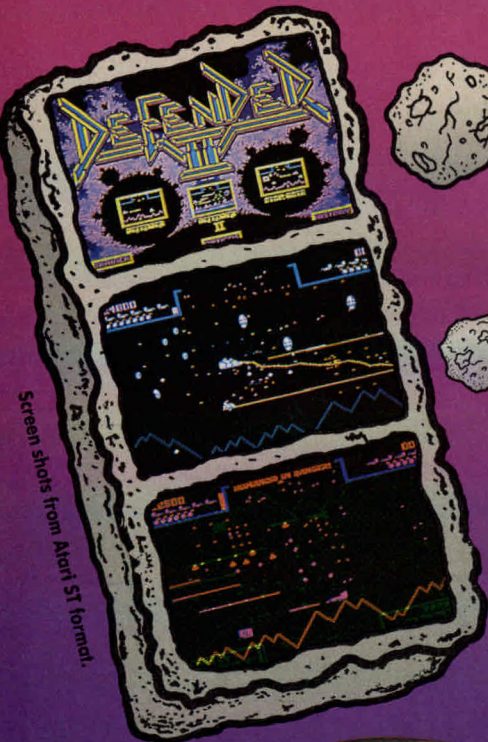
OVERALL RATING

78%

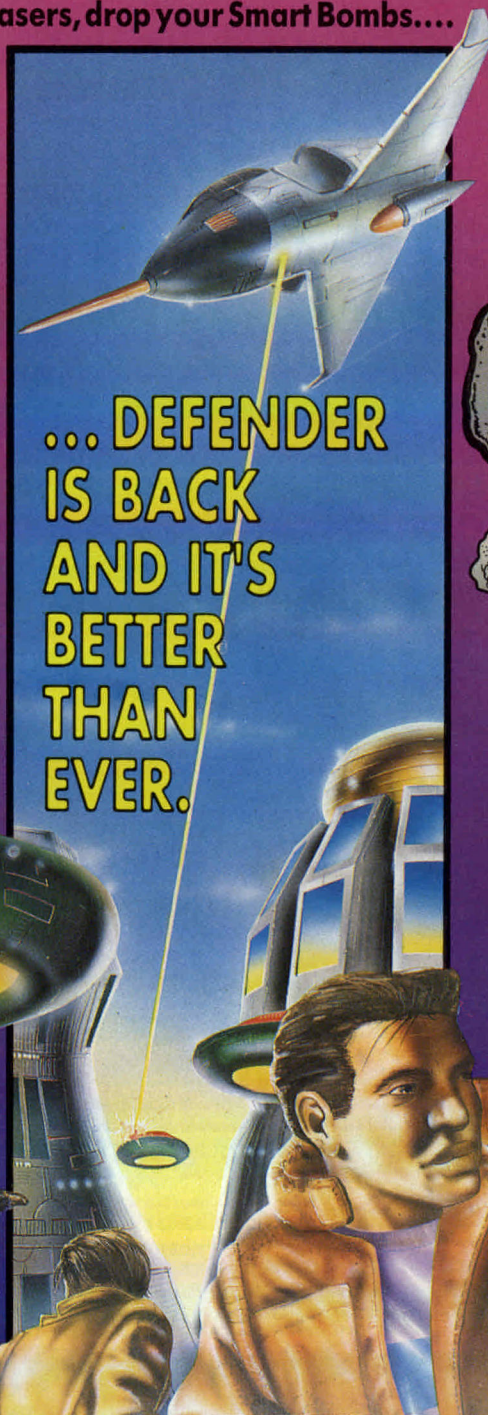
DEFENDER II

Fly to Live – Live to Fly

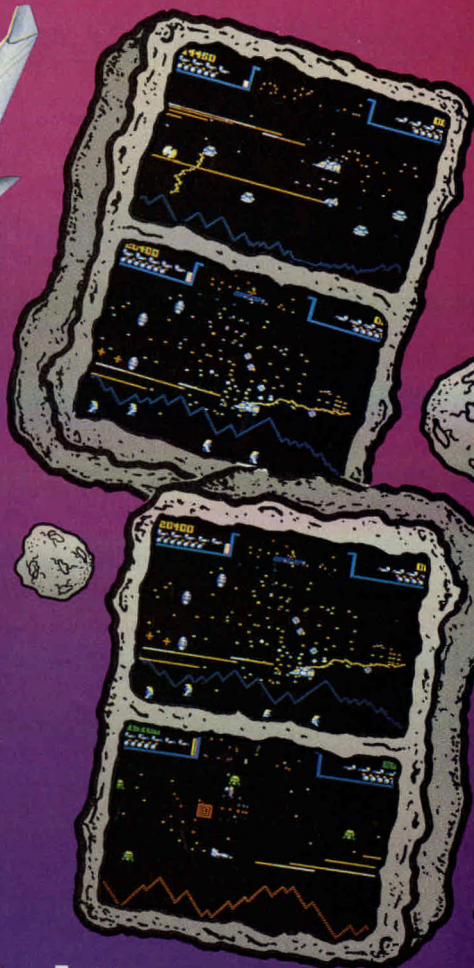
They're back and mean as hell! Five years after you last rescued the Earth, the battle begins again. The aliens are back to grab more humanoids and suck their brains dry. This time they have improved technique, experience and above all better craft, fortunately so do you. Hit your fractal Smartlasers, drop your Smart Bombs....



Screen shots from Atari ST format.



... DEFENDER
IS BACK
AND IT'S
BETTER
THAN
EVER.



Contains
3 Games in One:

- **DEFENDER II** – Dive into the all-new Defender II, one of the fastest games yet to hit the ST and AMIGA.
- **DEFENDER** – Original coin-op written by arcade shoot-'em-up King, Jeff Minter.
- **STARGATE** – The original cult coin-op.

Features:

- Original Rock Soundtrack
- Learning Mode, graduate from L-Plates on your craft
- Devastating playability



REACH OUT FOR THE POWER OF ARC
ATARI ST · CBM AMIGA · £19.99

ARC, P.O. Box 555, Slough SL2 5BZ.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

IMPRESSIONS £19.95

LEGEND OF THE LOST

It was a nice sunny day and you were on your way to the airfield control tower to speak to your girlfriend, a stewardess on one of the planes. You hoped that you might be able to resolve an argument from the previous night, when you annoyed Jane by cracking a joke with a banana. You walk into the tower and make your

way over to the mike. Suddenly, a mayday comes in, and you realise that the person in trouble is your beloved, Jane. You listen intently as she tells you someone is trying to shoot her down, but before she can say anything else you lose contact. You are Jane's only hope, but will you be able to conquer the dangers

ahead.

Legend of the Lost has seven levels in total, with you controlling Jack in his attempt to rescue Jane. In the first level you pilot your plane as you head towards the location where Jane was last heard from. Once there you parachute out of the plane, and try to spot Jane in the surrounding landscape. Unfortunately, the animals here aren't that friendly and you will have to shoot quite a few rhinos before they impale you on their horn. Soon you will find out that the enemy base is hidden in the depths of a large mountain, and this has to be where Jane has been taken. A code is given each time you complete a level, saving you the trouble of having to play them all over again.

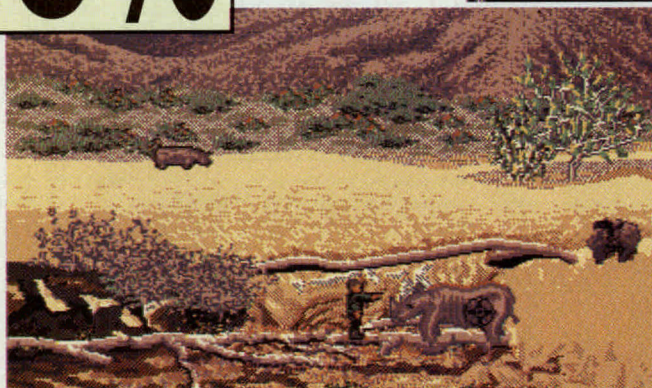
OVERALL RATING

48%

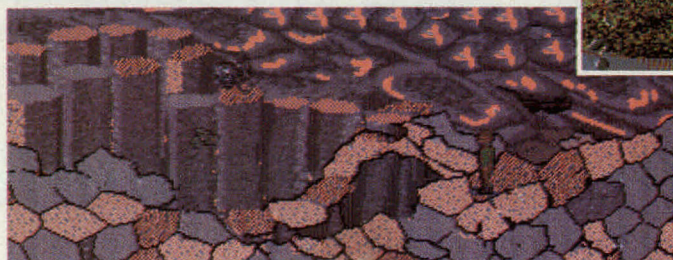
■ A cartoon strip keeps the storyline going in between each level, but thankfully there is an option to turn it off and save yourself the agony of having to watch it more than once.



■ (Left) You'll have to be accurate with your gun if you're going to survive very long with all these rhinos about. Shoot the rhinos and run for the hills.



■ (Below) The caverns that lead into the mountain are very treacherous. Keep to the rocky paths or else you will fall to your doom in the bottomless chasms.



■ You eventually arrive at the enemy complex and start to search for Jane. Soldiers, robots, and bats are just some of the things that will hinder your path.



DOUG

Legend of the Lost has all the makings of a good game, but unfortunately it doesn't manage to addict you in the slightest. Each of the game's seven levels just fail to grab your attention and the only reason you continue to play, is that it is really easy and you can tell that you will probably beat it in the first day. The cartoon strip is a nice idea, but is too slow and the humor is very poor. Unfortunately, Legend of the Lost is not a game that you should rush out and buy.

STEVE

The intention of Legend Of The Lost is to recreate the old B-movies of the 30s. However, thanks to some dull presentation and a batch of dull sub-games, it just doesn't hold together. Graphically, the game is unimpressive, with small sprites and basic animation, and the overall impression given is one of an 8-bit game. Hardly the stuff Amigas were made for.

SOUND

A tune plays while you make your way through the game, but although it's not too bad it really starts to get on your nerves after a while.

57%

GRAPHICS

Very average graphics. The sprite detection seems to be a bit iffy on the first level, and the game really slows down in the fifth.

64%

FROM THE CREATORS OF

FUTURE WARS

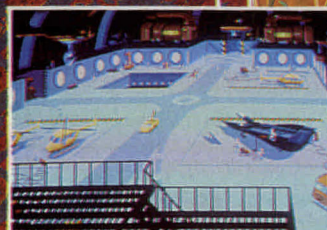
WINNER OF THE 'IN DIN' AWARD FOR THE BEST OVERSEAS GAME

ANOTHER GREAT



PRODUCTION ...

OPERATION STEALTH



Screen shots from
Atari ST version



Screen shots from
Amiga version



Set in the world of international espionage, Operation Stealth plunges you headlong into a brand-new Cinématique™ Interactive adventure game.

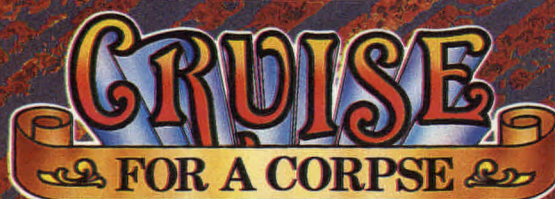
Operation Stealth is the second game to feature the exclusive Cinématique™ operating system, which has been considerably refined and developed since the release of Future Wars.

- Entirely mouse-controlled.
- Easy-to-use point-and-click interface.
- Fully compatible with Ad-Lib and Roland Sound Cards (PC Version).
- PC version features 256 colours (VGA).
- Superb music produced in Delphine's in-house recording studio.

COMING SOON ...



U.S. Gold Ltd. Units 2/3, Holford Way,
Holford, Birmingham B6 7AX.
Telephone: 021-625-3388.



© 1990 DELPHINE SOFTWARE.
All rights reserved.
Cinématique is a trademark
of Delphine Software.

AVAILABLE ON
ATARI ST • AMIGA
PC & COMPATIBLES.



PALACE £24.99

VOODOO NIGHTMARE

It just wasn't Boots Barker's day. There he was, minding his own business in a small private plane flying over the African jungles of the Congo, when out of the blue one of his ghastly relatives picked him up and chucked him out of the plane to his doom. Fortunately, Boots had put on one of the plane's parachutes and floated down to safety, but knocked

himself unconscious upon landing. A few hours went by and eventually Boots started to come round, but to his horror he found that he had been encased in a huge Voodoo mask that covered him from his waist upwards, and it wouldn't come off. Somehow, Boots thought to himself, I must

find who put this horrible mask on me and make him take it off, and then go back to the city and find the person who threw me out of the plane.

As Boots finds out, the person responsible for putting the mask on him is an evil Witch Doctor who rules the jungle. The Witch Doctor is presently holding out in his evil fortress which is magically protected so that you can't enter. The only way that you can get into his home is by collecting some magical pins and sticking them into a Voodoo doll of the Witch Doctor. However, these pins aren't just lying around waiting to be collected and you will have to do quite a bit of searching before you find them.

Within the jungle can be found five temples devoted to various animal gods, and each one of these gods possesses one of the pins and a special item that will help you somewhere else in the game. Each of the five temples will pose a large challenge with a large number of puzzles to work out, and an ample amount of creatures to mar your path. Besides these five temples there are also three missions that can be found in the jungle, and once completed they will each give you a reward of somekind.

As you wander around the

MICHELLE

Palace describe Voodoo Nightmare as 'well wiggy' (whatever that means!), but if it describes its fun gameplay its a spot-on description. Taking the basic theme of the old Ultimate games, Voodoo Nightmare adds superior 16-bit graphics and, in the process, has created one of the best arcade / adventures to appear in a while. A superb game with loads of lasting appeal - check it out!

STEVE

I really enjoyed Cosmic Pirate, and Voodoo Nightmare enhances Zippo's already impressive track record. Just as Cosmic added features to the basic shoot'em-up theme, Voodoo takes the old Ultimate-style 3Der and brings it bang up to date with varied shooting action and maze and puzzle elements. Everything about the game is polished - although I would have preferred the game to have scrolled - but, overall, Voodoo Nightmare is well worth a gander.

DOUG

It's been two years since Zippo have released a game (Cosmic Pirate) and it looks like it wasn't time wasted. Voodoo Nightmare is a great game, similar to the isometric games that used to be programmed by Ultimate a few years back. The gameplay is good, but I found it a little hard and had a few problems getting out of the first temple. The controls are a little awkward, as with most isometric games, but once you get the hang of them you don't have any problems. The game is huge and should keep you occupied for ages. Well worth the money.

SOUND

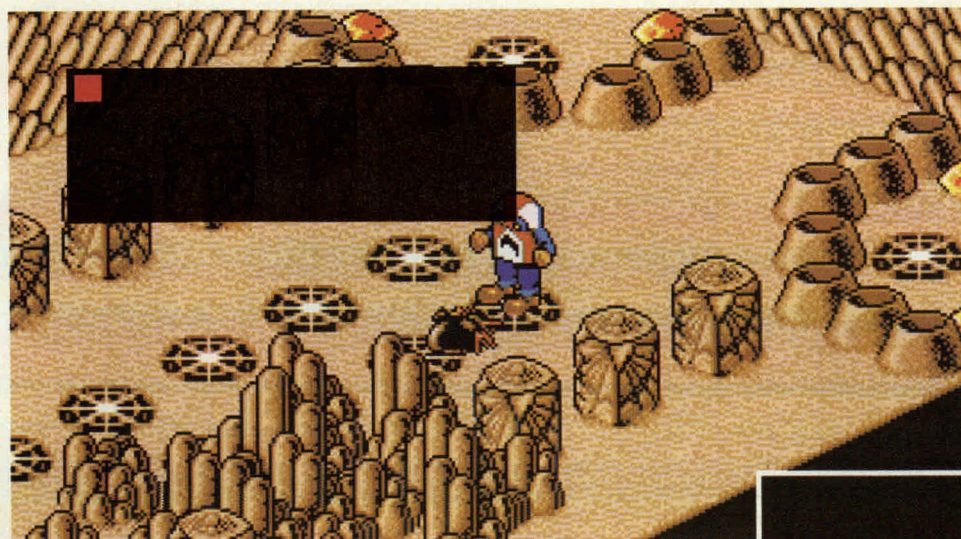
A good piece of music to listen to while you wander through the jungle and various temples, and there are quite a few decent sound effects as well.

76%

GRAPHICS

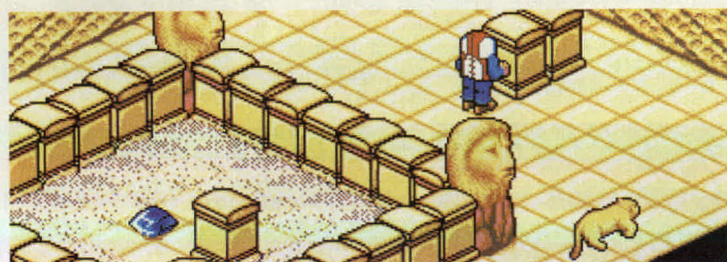
Zippo games have created some cutesy graphics that look very similar to something you would see on a Nintendo, but with the capabilities of the Amiga.

84%



Some of the scenery that you find in the temples can be moved to reveal hidden things. Some of the objects can only be moved in a certain direction, so a lot of trial and error is going to be needed.

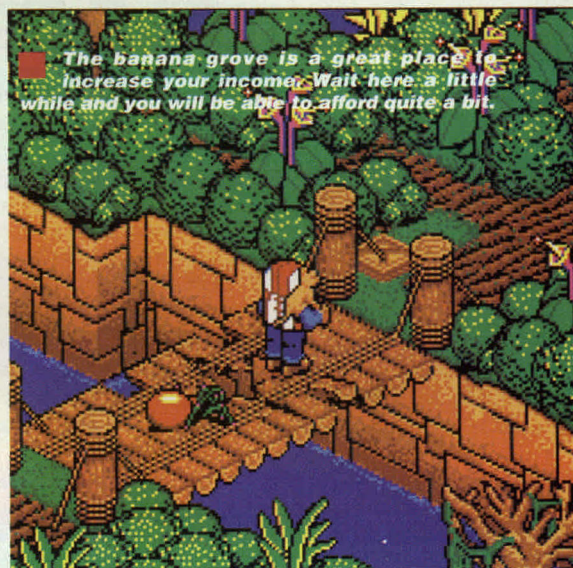
(below) There are three missions to be completed in the game, and reuniting the lion cub with his mother is just one of them.



(Right) Wandering around the jungle is quite a dangerous business what with all the nasties about, but if you wait until night time they all go to sleep and you can walk around without any hassle.



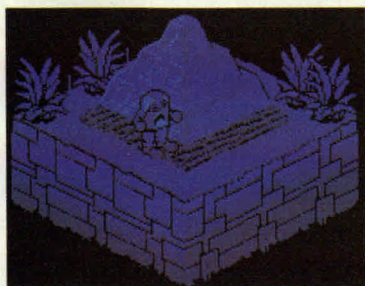
The banana grove is a great place to increase your income. Wait here a little while and you will be able to afford quite a bit.



Teleporters are a very important thing and a lot of experimenting is going to be needed to get to all the different locations. Some gems can only be collected with the aid of a teleporter.



At last you make it into the Witch Doctors lair and head off in search of him. However, the Witch Doctor is not unprotected and hordes of undead minions will try their utmost to dispose of you.



When you leave one of the temples you will be instantly picked up by a huge eagle to the temple in the sky that is devoted to the eagle god.

OCEAN £24.95

PANG

Ocean have once again reverted to a simple idea that should hopefully prove addictive in their coin-op conversion of Pang. The basic idea of this simple arcade game is to shoot the bouncing balls before they come falling down on top of your helpless man. You play the part of this small hero, who is controlled by the joystick. Using this method, you can run along the horizontal platforms and neatly-decorated backdrops and up or down any ladders that may be nearby, but at the same time blast away with the weapon you are carrying by simply pressing the fire button.

There are fifty levels in total, most of which feature famous pieces of scenery from different countries such as the Statue of Liberty and the mysterious figurines of Easter Island. There are ladders that enable you to reach the higher parts of each level, as well as platforms that span large gaps. Walls block the way to balls that need to be burst, but access can be gained because some blockages can be destroyed by launching a grappling hook at them.

Pang is set against the clock, and as you progress the time limit decreases. This obviously increases the

GRAPHICS

Colourful backdrops that are well drawn and add to the game's 'cutesy' appeal. The main sprite has been defined and animated superbly.

72%

SOUND

Apart from the rather annoying tune and the pop as the bubbles burst nearby, there's not a lot more to fall upon your eardrums!

51%

difficulty of the game, so aid can be gained by shooting the larger bubbles. These release a change of weaponry that will either help or hinder your predicament. The weaponry can range from the bulk standard grappling hook to a laser gun that can be rapidly fired at the falling balls.

ALEX

Anyone who has seen Demonware's *Oops Up* will notice the resemblance between the two games. Although the gameplay is similar, the graphics in *Pang* are slightly superior. However, this is due to the apparent lack of speed that *Oops Up* has, as well as the comparison between the sound - *Snap's Oops Up* is far better than the annoying tune used in *Pang*. I do feel that the game lacks variation and all fifty of the levels don't really have anything more to offer than the first.

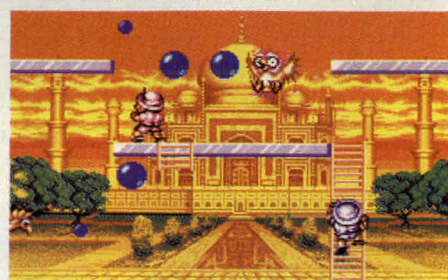
STEVE

Although *Pang* is a very close copy of its little-seen arcade parent, I found Demonware's *Oops Up* marginally more playable. *Pang* has been programmed to be easy to get into, and this means that you progress some ten screens into the game before things get tricky, whereas in *Oops Up*, the action is hard from the start, creating an all-together more addictive challenge. That said, *Pang* is polished until it shines and plays well enough, but I still think that *Oops Up* has the slight edge.

Pang's screens are littered with platforms and ladders that allow you to move freely about the beautiful game area. The steps can be used to reach otherwise inaccessible bubbles, whereas the pathways provide a solid floor to blast from!

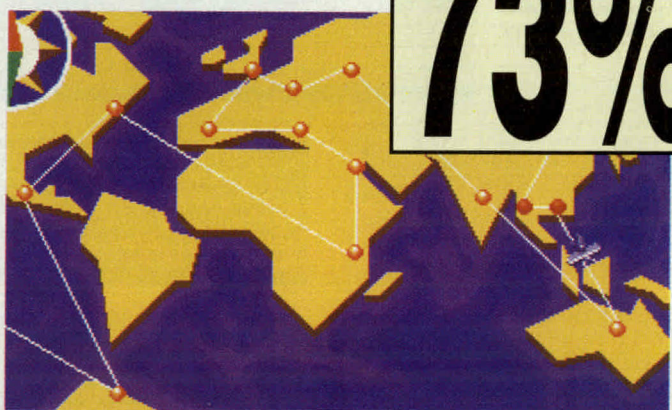


(Right) Another of Pang's features is the fact that two players can enjoy the game simultaneously. This makes it easier as two weapons are better than one, but you might have a scramble for the weapon power-up!

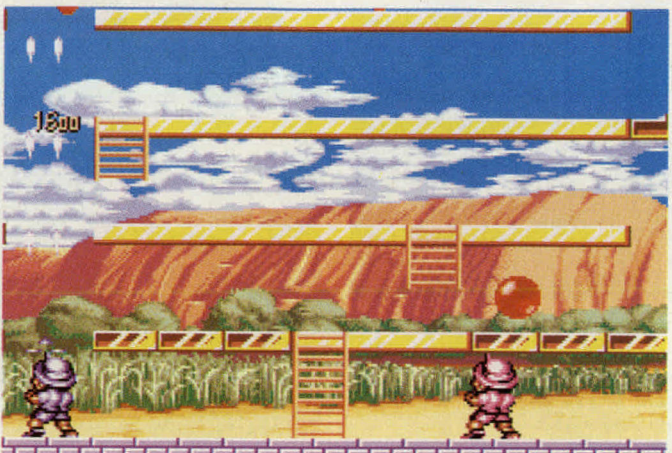


(Left) As the balls drop, you must shoot them with the gun you're carrying. This will make them separate into two, and a further burst from your cannon will split them once again. However, a third time will see to the demise of these deadly bubbles.

After a group of a few levels is completed, you'll be thrown on a plain and flown to another part of the planet. This will feature a brand new backdrop featuring famous pieces of scenery from all around the world.



(Below) Your man can collect the falling icons in order to boost his cannon, and can rapidly change a rather puny grappling hook into a rapid-fire laser blaster!



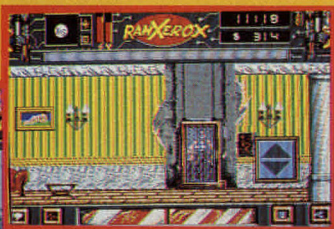
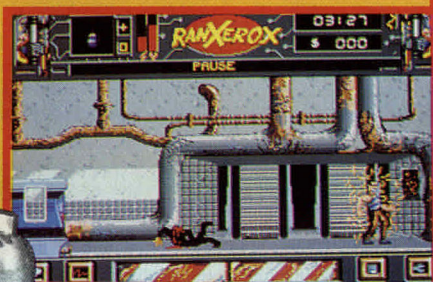
OVERALL RATING

73%

RANX



**YOUR
MOTHER
WOULDN'T
LIKE IT!**

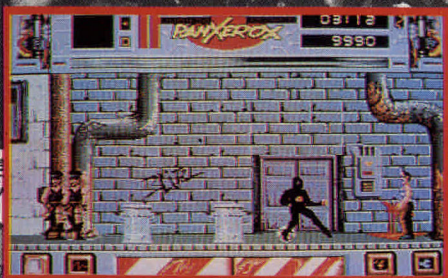


From Rome to New York, psychoplasque is taking its victims. The President of the United States, himself, is contaminated. You are Ranx, an android with muscles of steel, and only you can save the world. But, you are being tortured by something even worse. Your friend, Lubna, has disappeared and you want to find her at all costs.

AVAILABLE FOR
ATARI ST
AMIGA
PC & COMPATIBLES



THE VIDEO GAME



UBI SOFT

Entertainment Software

© ALBIN MICHEL
RANX BY LIBERATORE AND TAMBURINI

UBI SOFT UK
SADDLERS HOUSE
100 READING RD
YATELEY,
CAMBERLEY
TEL. (0252) 860 299

KRISALIS £24.99

ROGUE TROOPER

Rogue Trooper is a comic strip originally conceived by Dave Gibbons, who also wrote the popular comic book, *The Watchmen*. Now Rogue appears in the weekly publication, *2000AD*, and over four years ago the first Rogue Trooper game hit the streets, courtesy of Piranha. The story is based around the war on Nu-Earth, where a group of G.I.s (Genetic Infantrymen) were betrayed by one of the Souther hierarchy. Most of the platoon were slaughtered, but one still lived on. Collecting up his dead buddies' bio-chips (thus allowing them to live, on in a micro-chip form), this trooper then turned rogue, and vowed to avenge the death of his war brothers and kill the Traitor General.

Krisalis have converted the

game onto the Amiga, the battle being set over four levels combining different styles of gameplay.

The first level is a beat 'em-up section where Rogue has managed to escape from the Nort brig and is left to explore the hostile prison environment. He'll have to survive using only unarmed combat until he can find his equipment - Gunner, Bagman and Helm.

Levels two and three are similar in gameplay to that of *Space Harrier*, showing Rogue flying low over the chequered landscape in his 'hopper'. As he goes, the Nort's will launch other attack craft in order to halt the lone G.I., as well as larger mid-stage meenies. At the end of each section, the money collected during the level can be spent at Bland and Brass's bargain basement. The last stage is the final hunt for the General, and only the toughest trooper will be able to survive!

ALEX

Being a great fan of the comic strip, I was looking forward to the release of Krisalis' adaptation of Rogue Trooper. The game's two styles of gameplay are certainly different from each other, but nothing new has been experimented. The beat 'em-up stages are basically an uninspiring game of punch anything that moves, and the second and third levels, although fast and enjoyable to begin with, soon become tedious and repetitive.

GRAPHICS

The first and fourth level's graphics are good. Stages two and three boast fifty frames of animation a second, the end result being simple but fast.

68%

DOUG

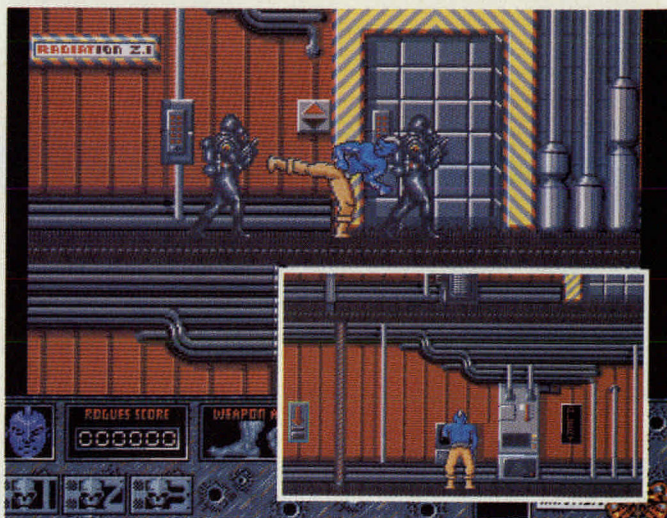
I remember the Piranha version of Rogue Trooper a few years back, and unfortunately this one is about as good. Even though there are two different types of gameplay, you are still left feeling that wasn't nearly enough. The graphics aren't too bad (although the Rogue Trooper himself is a bit naff), and the sound is OK. But unfortunately Rogue Trooper just hasn't got what it takes.

SOUND

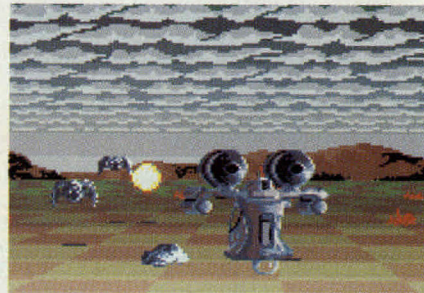
A reasonable tune accompanies the action, along with the explosions, grunts and gun-fire as Rogue slaughters the oncoming Nort's.

55%

■ The first and fourth stages see Rogue battling against the Nort in a beat 'em-up style section. A number of punches and kicks are executable through the joystick, and when he finally collects his gun he'll be able to fire off a few rounds at the charging enemy. He only has one thing in mind - seek and destroy the Traitor General (who incidentally can be any one of ten possibilities).

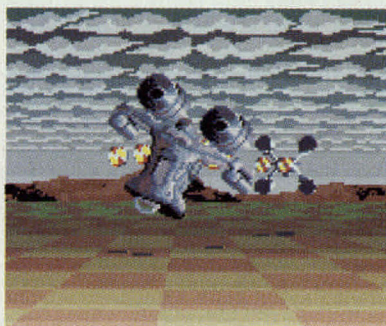


■ Levels two and three are set over a *Space Harrier* section which involves flying low and fast over Nort territory. Credits are collected for destroying enemy craft, this money being the key to increasing the power of your puny hopper.



OVERALL RATING

65%



■ (Above) At the middle and end of each section, a larger, tougher craft will attempt to eliminate you. At first, your single lasers may have a job trying to exterminate these meenies, but perseverance is the key to success.



■ A comic strip has been taken from the highly-popular graphic novels and has been included at key points during the game when you bargain with Bland and Brass for instance.



EPIC - A LEGEND BEYOND TIME

From the development team which brought you F29 Retaliator now emerges **EPIC** - a sci-fi extravaganza featuring spectacular graphics and stunning game-play.



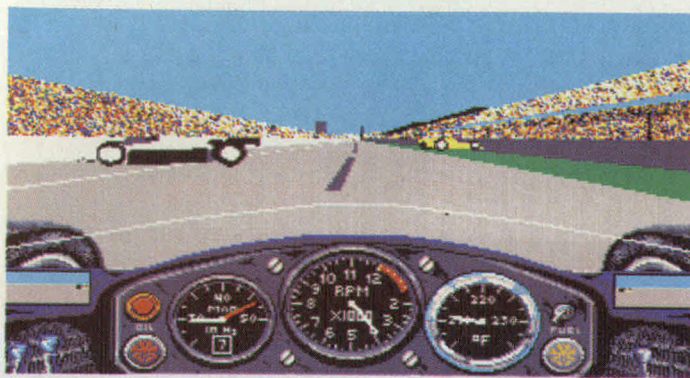
ATARI ST · CBM AMIGA

A legend is born, a supremely advanced one-man starfighter of awesome power and destructive capabilities that, in the right hands will wreak havoc amongst inter-galactic transgressors - that legend is **EPIC**.

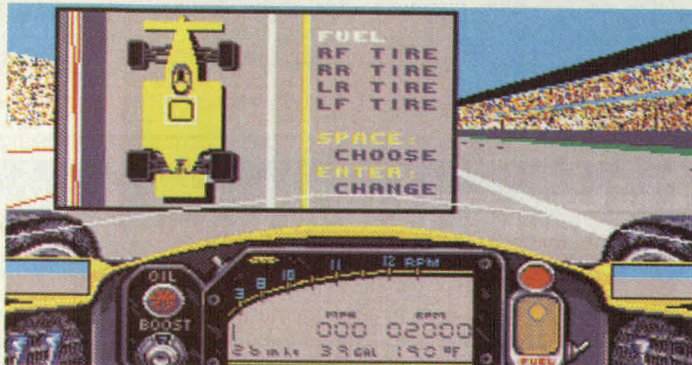
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

ELECTRONIC ARTS £24.99

INDIANAPOLIS 500



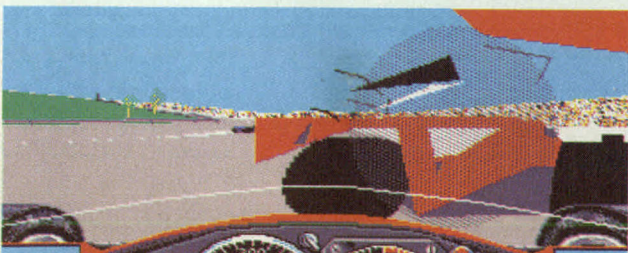
(Above & below) Indianapolis 500 is based around the famous American motor-race that is set over 200 hundred laps of the Indy circuit. It includes all the features you could imagine, even pitstops where you have to drive your car carefully before grinding to a halt and repairing the necessary items.



All of the cars featured in Indy 500 are automatic, which means there isn't the hassle of changing gear at a crucial point. You can also change the different specifications of the car such as the different roll-bar tensions and the like.



(Above) You must first qualify to determine where you will start on the grid. Each race begins with a moving start, therefore allowing you to race away faster if you put your foot down!



(Above) If you manage to stay on the track for the complete race, all well and good, but the chances are you'll have at least one crash. Multiple collision gradually damage the car until it is eventually written off.

The Indy 500 a race set over 200 laps of the Indianapolis racing circuit, America. Since the first race way back in 1911, many of the world's top racing drivers have been competing against each other in order to win the coveted trophy that accompanies the victory. However, things have changed

somewhat between the very first race and the competition these days. For instance, the winner in 1911 took over six and a half hours to complete the race, and sixty years later they are crossing the finish in under half of that time.

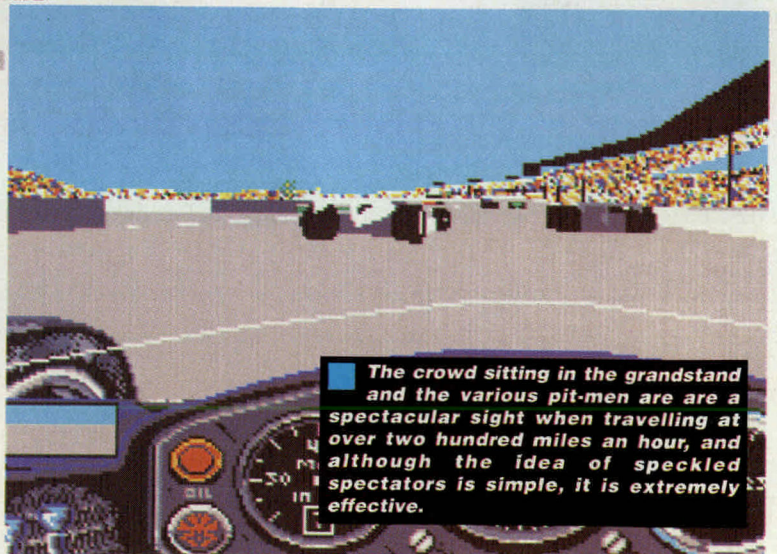
The Indy 500 not only required stamina and skill, but

STEVE

To produce a decent race game requires it to possess speed and ease of control two factors that Indianapolis 500 can proudly boast of. The filled 3D graphics are some of the fastest I have seen, with the other racers whizzing by extremely smoothly without the slightest jitter or jerk in the screen update. Gameplay, too, is top-notch and, despite a certain repetitive element, will keep you glued to your monitor. Overall an exceptional race game that blows away any of the competition.

ALEX

You may think that racing around the same course again and again may become tedious or monotonous, but it doesn't. The action is furious, with your car buzzing around the circuit at speeds of over a hundred and fifty miles an hour. The Indy-cam is a superb idea, and allows you to look over your past spectacular crashes and victories. I did, however, find it annoying when I crashed the car and attempted to rejoin the race, only to be constantly rammed by the other cars completing their laps.



The crowd sitting in the grandstand and the various pit-men are a spectacular sight when travelling at over two hundred miles an hour, and although the idea of speckled spectators is simple, it is extremely effective.

also speed. Most of the earlier cars averaged around seventy five miles an hour, but within twenty years they were travelling at well over a hundred miles an hour.

First released as a hit on the PC, Indianapolis 500 is Electronic Arts' adaptation of the thrills and spills of high-speed racing. The race is viewed from inside your car, with all of the important gauges, dials and the like being easily visible. Once outside the vehicle, everything is made up of filled vector graphics that move fast and smoothly, helping recreate the high-speed action of the real thing.

You can use either mouse, joystick or keyboard to control the car. Gear change is automatic so that means one less thing to worry about. The course remains the same throughout every race, but the track combines a number of long stretches with a few tight turns to put you to the test.

As you race around the track, you'll also notice that the crowd in the grandstands have been included, along with a fully working pits lane. When you come round for a pitstop, you'll have to guide your machine into the correct lane before stopping in your allocated space (marked by a large red cross). When you

have stopped, you will have the option to refuel as well as change any of your four tyres.

The Indy-cam is another option which allows you to pan around your car and watch a replay of the past twenty seconds or so of the action. The different views vary from a behind look at the car racing away, a bird's-eye view that follows your car and even the angle of a TV camera watching you speed past. The track does become more and more littered with other cars that have spun off or crashed, so you must take care to avoid any debris or other obstacle on the track.

MICHELLE

Indianapolis 500 must rate as THE best race game ever likely to grace the Amiga. The update is incredible, the graphics are incredible, and the gameplay is unbelievably addictive. I do think, though, that it can get just a tad repetitive, but this is also true of driving around any track two-hundred times, so it isn't a major complaint. Well worth a look.

SOUND

The hum of your engine ticking over and the howl of other cars streaking past create the right of atmosphere for the race.

68%

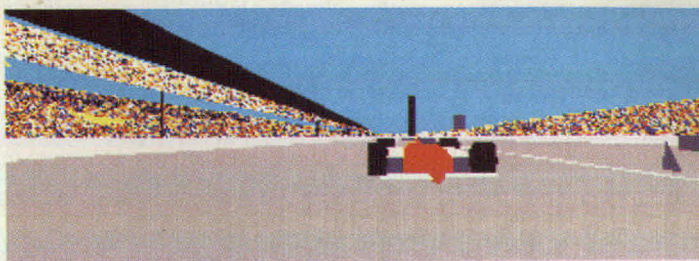
GRAPHICS

The vectors used on Indy 500 are fast and consequently make the game so much better than others around at the moment.

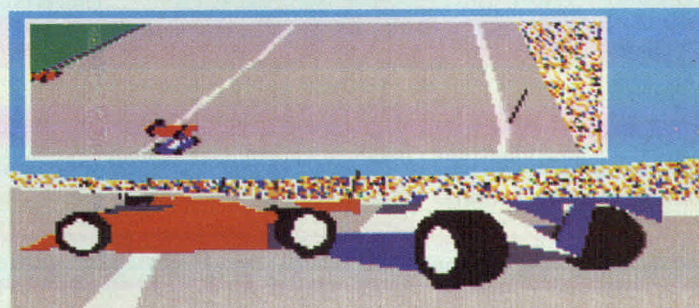
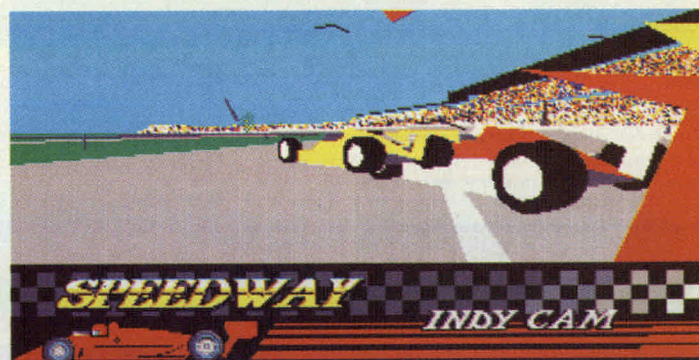
83%

OVERALL RATING

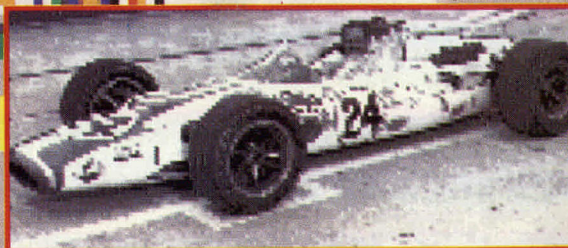
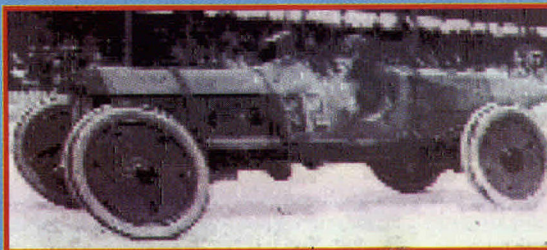
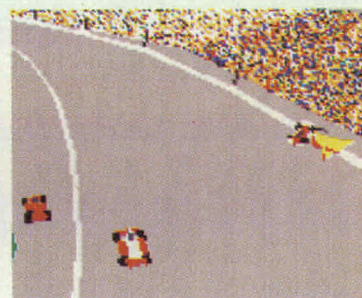
79%



(Above & Below) There are teams in total for whom you can race for: March/Cosworth; Lola/Buick; and lastly, Penske/Chevrolet. Each car has its own statistics, and of course each has its own colour scheme to separate it from the rest!



(Above & right) The Indy-cam is another of Indianapolis' main features, allowing you pan around your car and replay any of the exciting crashes or victories you might have. There are six views available, ranging from the normal in-car shot, to a variation of TV camera angles and a bird's-eye view. It is also possible to take a view from the leading car!

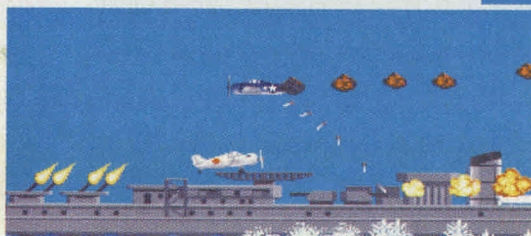


OVERALL RATING

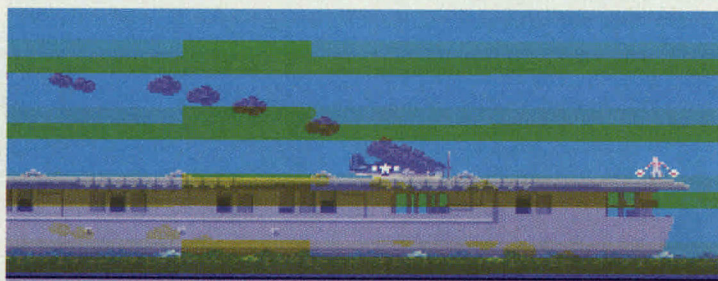
39%

You have the option of choosing which level of difficulty you wish to start on. These range from Midshipman to Captain, obviously getting harder the higher rank you select, presenting you with increasing numbers of targets.

(Below) Before each take off, you must decide on which ammunition to take that will be most effective. Bombs are best for enemy barracks and machine gun posts, whereas torpedoes are more appropriate for heavily armed ships.



Only having limited space in your fuel tanks, you will find that your gas and oil will diminish quite quickly, meaning you will have to return to the carrier to refuel. Being able to pilot your plane accurately is essential as landing and taking off are a regular occurrence.



(Above) Not only must you cope with the apparent, ever violent onslaught below, you will also at times, have to battle with more than one enemy aircraft who will not be deterred.

DOMARK/BRODERBUND £24.99

WINGS OF FURY

The year is 1944 and war is rampaging not only across Europe, but now in the Far East. Fortunately our Allies the Americans, have intervened, turning the tide of conflict in our favour. One very important section of their fighting force has to be the US Navy. The main reason for this is the almost infallible power of the Navy's Air Force. Within their command they hold a valuable weapon, an aircraft that is always foremost in the struggle for victory - the magnificent F6F Hellcat.

The Hellcat is one of the most powerful and reliable planes to be produced, able to

outmanoeuvre the best of any enemy fighter planes, and has acquired some of the best kill-to-loss ratios during the war. On this particular mission the Hellcat's chief function is to provide air support for an aircraft carrier, the USS Wasp. This ship has been heavily damaged and must make its way back to port. You have been assigned to fly the Hellcat, and do your utmost in delivering the ship in one piece.

As you climb down into the cockpit of this awesome fighting machine, you begin to realise the tremendous responsibility you have been given. Not only must you guide the carrier back safely,

but the fate of every man on board lies in your hands. The journey will be a perilous one, defending both the carrier and yourself, from the various torpedo bombers and enemy vessels that are situated en route. Do you have the expertise at making split second decisions, deftly dodging oncoming enemy fighters, and successfully hitting crucial targets at a moment's notice? Everyone is relying on you so now it's all down to your quick thinking abilities to get them through. Good luck, you'll need it.

GRAPHICS

Certainly not the most impressive graphics I have seen. I think a bit more effort could have been used as it does have the potential.

42%

SOUND

The FX used throughout the game do a great job in making it realistic. Like bombs making a different sound when dropped in the sea, rather than on the land.

36%

MICHELLE

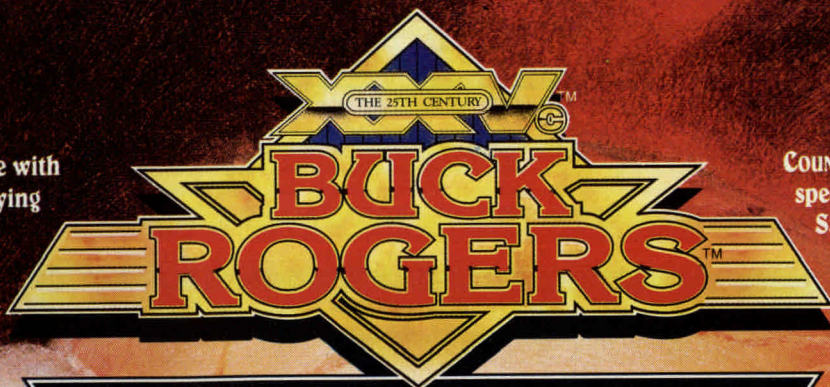
I wouldn't say this is the most original or addictive game I have ever played. The sprite detection wasn't particularly accurate - making the whole thing rather infuriating at times - but it did turn out to be quite challenging. It requires a certain amount of patience if you want to master it. However, I do feel that twenty-five quid is definitely not a justified price.

ALEX

Broderbund/Domark's previous releases have kept me hooked to them for quite some time, Shufflepuck Cafe spring to mind. However, I was not equally impressed by their latest effort, Wings of Fury. Although the game looks pretty and the sound is not too bad, I didn't feel the control method was that hot - I would have preferred something simpler for this type of game. The action can get somewhat hectic at times, and on the whole, if you can put up with the slightly annoying joystick controls, the game is quite enjoyable.

Blast into the far-flung future with an all-new, premium role-playing adventure game from SSI's Special Projects Team!

Create a team of space-hardened pros and join Buck Rogers and his daring band of rebels in the fight to free the solar system from a powerful, despotic government!



COUNTDOWN TO DOOMSDAY

SCIENCE FICTION ROLE-PLAYING
COMPUTER GAME, VOL. I

COUNTDOWN TO DOOMSDAY features a specially enhanced version of SSI's award-winning AD&D computer FRP system — that gives you 40-100 hours of state-of-the-art computer role-playing!

COUNTDOWN TO DOOMSDAY.

IN THIS FUTURE WAR,
THE BEST WEAPON
IS A BLAST FROM
THE PAST!



Available For:
IBM, AMIGA,
C-64/128.

◆ **CLUE BOOK!**
Available at a
dealer near
you!



IBM VGA DISPLAY



AMIGA DISPLAY



U.S. Gold Ltd., Units 2/3 Holford Way, Holford,
Birmingham B6 7AX. Tel: 021 625 3366.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

BUCK ROGERS™ and XXVC are trademarks used under license from The Dillie Family Trust. © 1990 The Dillie Family Trust © 1990 Strategic Simulations, Inc. © 1990 TSR, Inc. AD & D and the TSR logo are trademarks owned by TSR, Inc. Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA.



STRATEGIC SIMULATIONS, INC.®

RAINBOW ARTS £19.95

RA

Many thousands of years ago in ancient Egtpt, there were many gods. Mortals' everyday lives were governed by the mighty, and woebetide any man or beast that angered them, for these were not forgiving reverences. They demanded respect and total idolisation, utter loyalty, daily worship and not to be forgotten, the all-important sacrifices. These were the

ultimate in proof for the gods that their people were truly paying homage.

One man has enraged RA, the highest of the ancient gods, as he has sacrificed not nearly enough to show his loyalty. RA, with his formidable powers has turned this man into a Scarabaeus - a small beetle-like insect. If that was not enough, he has cleverly constructed hundreds of large

and ingenious mazes, some of which are lethal if not completed correctly. It is your job to guide the beetle through the puzzles, thinking as logically as you can along the way.

The mazes are made up of stones, having different symbols engraved on them. It is your task to try and remove these stones, by finding each one's matching counterpart, and aligning them either horizontally or vertically. This must be done on each level, however, all is not as simple as it may seem. Not only are there the stones to be removed, but also many obstructions and diversions - increasing in further levels. You start the beginning of each level, on a ankh, which must always be returned to on completion.

OVERALL RATING

66%

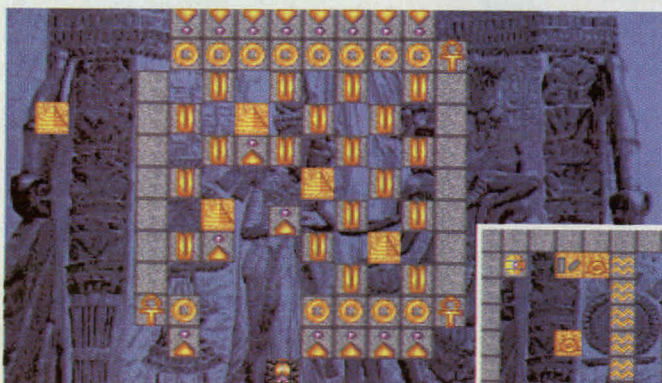


Although some puzzles may

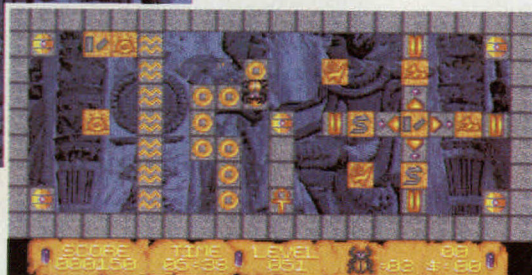
look very simple to complete, this is often not the case. Having paths of ice mean you slip and can only go in one direction. It is also very easy to get stranded if you don't plan your route first.



(Left) Your aim is to match up all the symbols. To do this, you sit on one, and move your target onto the counterpart. Pressing fire matches them and they will disappear.



Sometimes you will find yourself tested to your limits, having every type of flaw imaginable in one single puzzle. But don't give up, as there is always a solution.



(Left) You will frequently come across strange and sometimes lethal obstacles, such as trap stones that disintegrate as soon as touched, and shifting stones that move by themselves, but all these can be used to your advantage.



An added bonus to this game is the inclusion of an edit mode - if you get bored with the set levels, or find they don't tax your brain enough - you can create your own.

DOUG

I found Ra's puzzling gameplay really enjoyable. That said, to relieve tedium there should be another section of the game or something, as the two game modes aren't particularly varied. Still, Ra is an enjoyable little puzzler which, whilst not stretching the Amiga that much, will prove playable in the short-term.

From there you will find that some stones can be moved, but not all. Also as you progress you will come across other such helpful devices such as teleporters, but these are only occasional and you must still use logic and think carefully if you want your character to be human again.

MICHELLE

Although at first I found RA to be a very frustrating and irritating sort of game, eventually I began to get the hang of it and found it quite addictive. The sound and graphics are nothing spectacular to comment on, but the overall gameplay is definitely enjoyable.

SOUND

It does have a very ancient and mystical Egyptian tune playing throughout, but not a lot else other than that.

61%

GRAPHICS

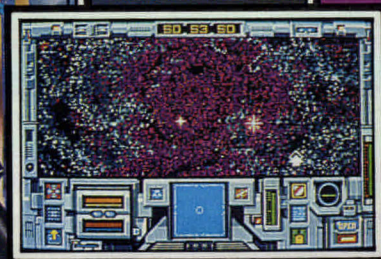
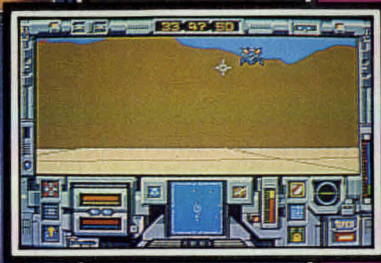
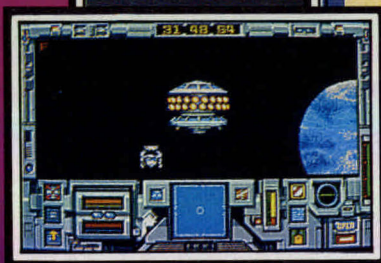
Not the best I have have seen its simple and to the point, but in this type of strategy game it really doesn't matter all that much.

68%

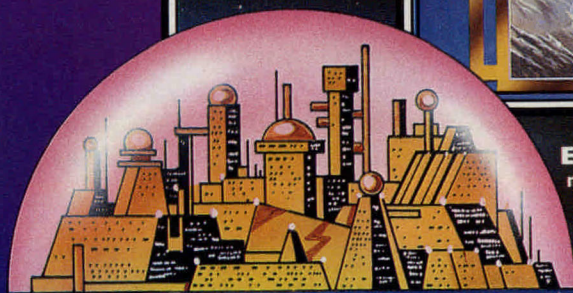
ATARI®...THE POWER BEHIND



THE POWER OF THE FUTURE



Screen shots from various formats.



ENTERPRISE In deep outer space, Sola III, one of mankind's earliest and most pleasant settlements stands threatened as the vital orbiting devices that maintain the planet's Ozone layer are starved of fuel. The six super heavy atomic nuclei needed are scattered throughout far-flung star systems, across hostile frontiers and uncharted wastes. The Federation has

charged you to pilot your Starfighter into deepest space, locate quantities of these vital elements and return them safely to Sola III before this growing doom turns to devastating holocaust.

CBM AMIGA · ATARI ST — £19.95

REACH OUT FOR THE POWER OF ARC
ATARI ST · CBM AMIGA · IBM P.C.

ARC, P.O. Box 555, Slough SL2 5BZ.

ALEX

Rick Dangerous was renowned for its immense playability, and thankfully this futuristic sequel has kept all of the gameplay and addictiveness of the original, as well as the addition of an extra level, all with superb graphics and sound. If you missed the first, I feel sorry for you. However, miss the second at your loss. I do feel that the resemblance between the two is perhaps too close, and owners of the original may feel a little put out at the lack of extras.

The man in the hat is back! No, not THE man in the hat, but Rick Dangerous, brave explorer and

MICROSTYLE £24.95

RICK DANGEROUS

eponymous hero of what must rank as one of the best platform games of all times. As you may remember, Rick had crash-landed deep in the Amazon rain forests, be captured by the cannibalistic Goolu tribe. Having escaped their cooking pot, he then set about escaping their trap-laden city, before taking on evil Nazis and Egyptians on later levels. However, whereas most men who survived this ordeal AND saved

the world in the process would be hailed as heroes, Rick returned to London only to see it being overrun by a fleet of aliens and their flying saucers. Something has to be done and Rick is just the guy for the job.

As in the first game, Rick D II uses the same platform layout of flick-screen rooms and the occasional bout of burst scrolling. Controlling Rick as he walks, jumps, crawls from room to room

and lets rip with his trusty weapons, you must guide him through the thirty or so rooms that comprise each level. However, bearing in mind the futuristic nature of the scenario, no longer is Rick dressed in the style of a famous adventurer. Instead he is decked out in an outfit that would put Buck Rogers and Flash Gordon to shame. Similarly, his trusty six-shooter has been replaced by a laser gun, and his collection of bombs upgraded to fancy-looking space mines. Apart from that and the addition of a few more puzzles, though, all is as it was. Rick's adventures take him from room to room, all of which are patrolled by a number of the invading aliens who, in turn, are protected by the ship's armaments. Death comes should Rick come into contact with any of the aliens or their traps. These take the form of wall-mounted lasers and deadly electrical

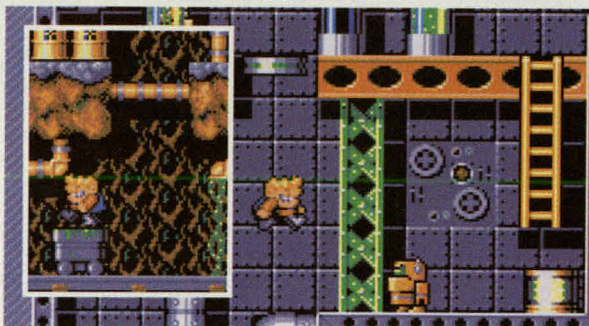
No sooner is Rick back from his first adventure, than the new scenario unfolds. Hyde Park has been overrun by evil aliens, and only one man can fend them off - yes, you've guessed it, Rick! However, as you get further into the game, the small comic-style updates start to reveal all is not what it seems...

... HEADING FOR THE MYSTERIOUS
PLANET BARF AND THE FAT GUY'S
HEADQUARTERS ...

RICK HEADS FOR THE ATOMIC MINE MINES BENEATH THE FAT GUY'S HEADQUARTERS ...



(Above) Another new addition to the weaponry front, are our hero's incredible new explosives. Whereas in the past bombs would explode where he left them, they can now be made to slide towards an enemy or impassable section, taking it out when the fuse expires.



(Left) Just as the first game used stereotypes from old adventuring films, Rick's space adventure features creatures who have previously made appearances in the old Buster Crabbe 'Flash Gordon' serials - the birdmen, for instance. In addition, Gort from The Day The Earth Stood Still can be found in Hyde Park!

SOUND

A few spot effects and in-game ditties, but very little of merit to speak of. There is the odd yell of a felled baddy, which adds to the atmosphere, but it isn't really enough.

66%

charges, and must be avoided at all costs. However, in a new twist, some of these can be switched off via a wall plug, and then turned back on again - hopefully frying any aliens in its path. And, as mentioned, Rick can protect himself with his stunning array of weaponry, which allows him to zap, blow up or temporarily stun using his laser gun, his bombs, and the butt of his gun.

GRAPHICS

The new 'space age' graphics are brighter and more appealing. In addition, some of the more famous monsters are intsanly re-cognisable.

77%

In case you hadn't guessed, behind the alien attack is Rick's arch-enemy from the first game - The Fatman. Between you and another confrontation, though, stand the alien's rocketship, danger-filled mud mines, a barren iceworld, and other planets - all of which have hundreds of aliens and traps out to get our hero. Only when these are passed can Rick once again tackle his overweight

MICHELLE

Yeah, the man in the hat is back! Forget Indiana Jones, Rick Dangerous is the ultimate hero! This time round, he spoofs the Buck Rogers and Flash Gordon B-movies, and the game is every bit as enjoyable as the first. The gameplay hasn't changed dramatically, apart from the addition of the rocket-sled and the sliding bombs, but it plays every bit as well as the first one and is thus a worthy sequel.

nemesis at the final battleground. This level is aesthetically identical to the first Hyde Park level, but has been toughened up slightly.

STEVE

Following up the original Rick D. can't have been easy, but this sequel is every bit as good as the first and even adds to the formula. The graphics are superb, with instantly recognisable enemy creatures, such as Gort and the Mud-Men, and Rick's armaments, although revamped, still tie in with the 30s feel the game has. All in all, Rick Dangerous II is a worthy follow-up and rates as one of the best platform games to appear for quite a while.

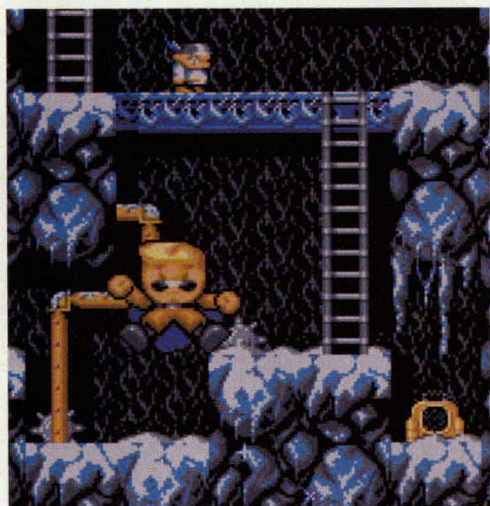
Have you got what it takes to defeat the fat one?

AMIGA ACTION

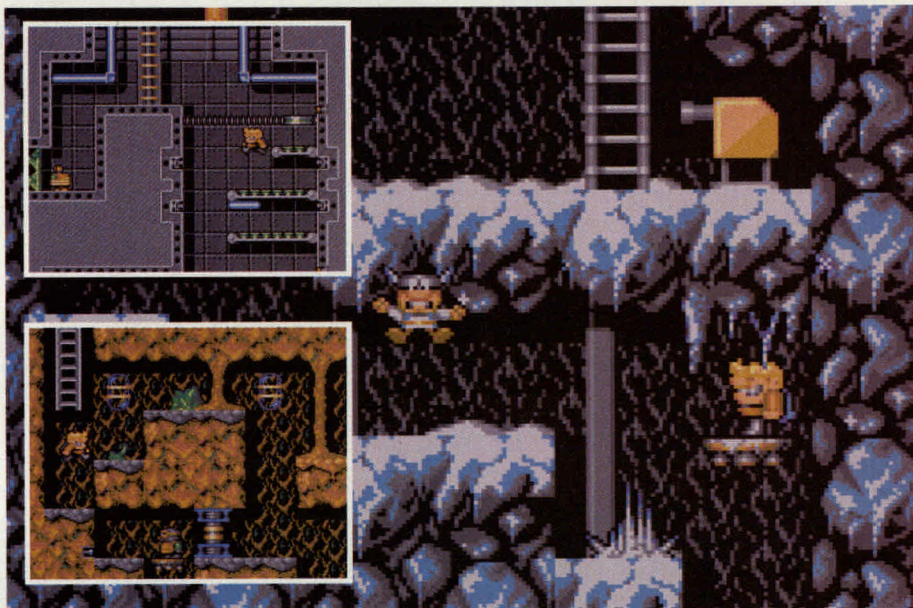
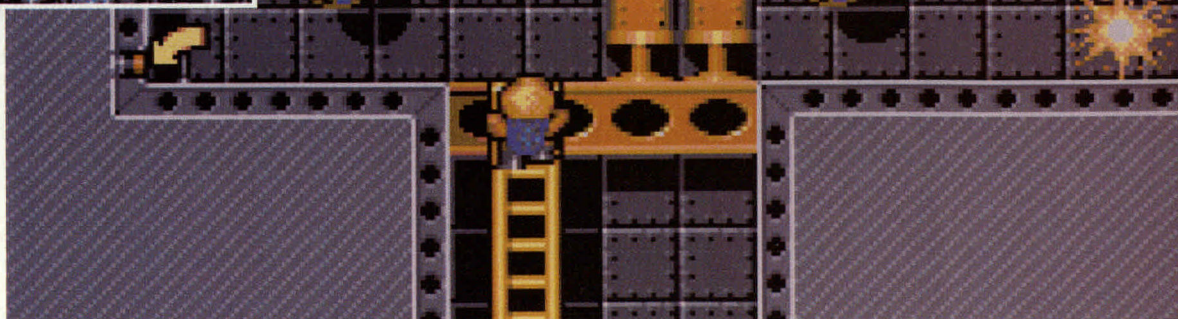
OVERALL RATING

80%

(Below) Making an unwelcome return from the first game are the many traps that threaten to end Rick's life. Taking the form of wall and ceiling-mounted lasers, they are activated when Rick passes in front of them, killing anything in their way.



(Right) On entering a screen a rather conspicuous arrow may point to a section of the wall. This indicates that there is a switch in the room, and when used will operate previously unseen lifts and turn off electrical barriers.



(Above) It's not only the aliens who have been lifted from classic 30s B-movies, the backdrops have, too. Rick's journeys take him through caverous ice-worlds, gloopy mud-mines, and alien flying saucers, but the final world - the Fat Man's lair - can only be accessed when the first four levels have been completed.



Everyone (yes, **EVERYONE**) saves money buying presents at the Computer Shopper Show!

An exit poll conducted at last year's Computer Shopper Show revealed that 95 per cent of customers reported "substantial savings" from purchases – with individual figures ranging from £50 to more than £1,000!

- ★ **One-stop shopping for ALL your computer Christmas presents!**
- ★ **Hundreds of stands packed with special show bargains!**
- ★ **Expert advice to help you make the right choice!**





COMPUTER SHOPPER SHOW '90

Wembley, London • 6-9 December

Beat the queues — by sending for your tickets NOW!

Please send me

_____ Adult tickets at £4 (save £1)

_____ Under 16's tickets at £2.50 (save £1)

_____ Family tickets — admits up to 2 adults and 2 children — £12.00 (save £5)

I expect to attend the Show on:

☐ Thursday ☐ Saturday

☐ Friday ☐ Sunday

I would like to pay by:

☐ Cheque payable to Blenheim Database Exhibitions

☐ Visa ☐ Access

Expiry date _____ Signed _____

Please return your completed order form to:

Computer Shopper Show Ticket Office,
PO Box 2, Ellesmere Port, South Wirral L65 3EA

I am interested in:

☐ Acorn ☐ Amstrad ☐ Atari ☐ Commodore

☐ IBM ☐ Other _____

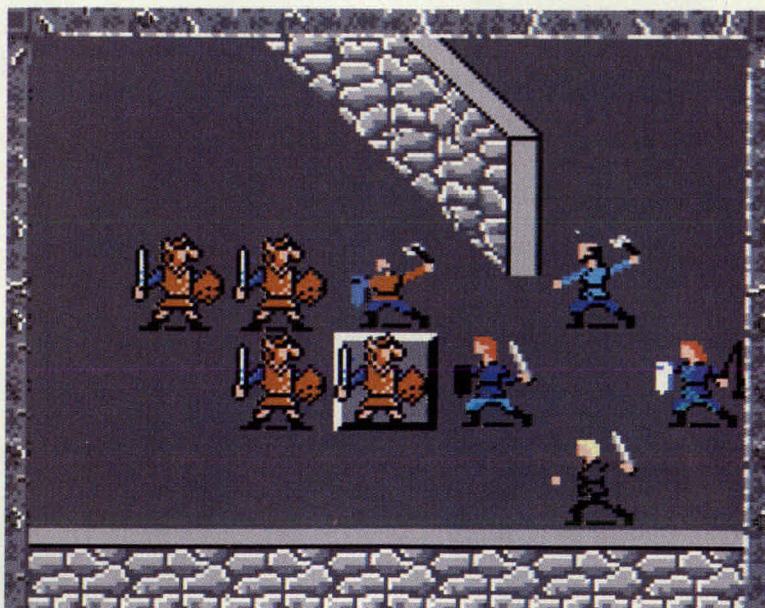
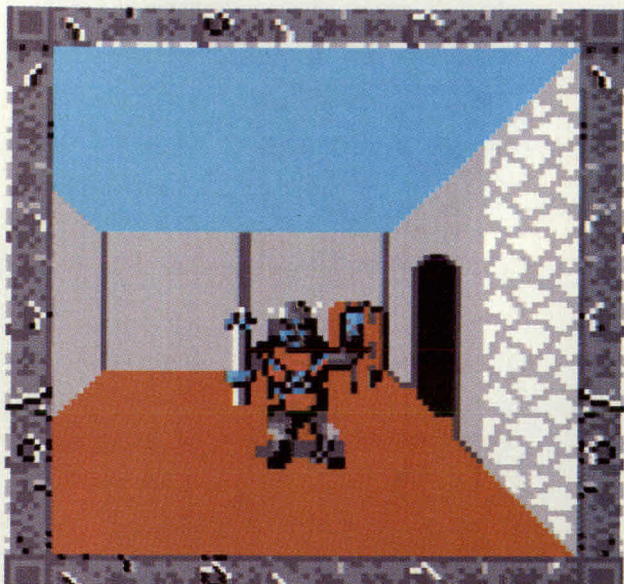
Name _____

Address _____

Postcode _____

RING THE SHOW'S 24-HOUR HOTLINE 051-357 1736

Walking around the slums you see a band of monsters in the distance. They don't look too bad so you decide to beat them up and take any valuables they may have upon them.



Completing your first mission requires a quite a lot of fighting. The slums are getting a bit too dangerous and for a small reward you must rid it of all monsters.



You stumble across a few orcs having a bit of an argument, and before you have a chance to do anything you're up to your neck in them. Grit your teeth and grab your sword!

US GOLD/SSI £29.99 POOL OF RADIANCE

It was about two years ago when Pool of Radiance appeared on the C64, much to the delight of many a RPG'er. The game was much better than the previous attempt Heroes of the Lance and unlike the latter the game moved away from the arcade aspect and played like the usual RPGs that we all know and love. But after a long wait it has finally arrived for

the Amiga, and hopefully it will have been worth the wait.

Characters are made in the same way as in Champions of Krynn. The computer randomly generates the attributes of each character to determine whether they are dexterous, strong and so on. However, these skills can be altered to copy that of a character that you might have had in a real AD&D game; of course this can also be used to enable you to cheat and make extra tough characters, but this defeats the point a bit.

The main difference in the character builder to that of COK is that the game is set in the Forgotten Worlds as opposed to Dragonlance, so there are a few less character classes; this also effects the presence of some

ANDY

Pools already! I'm still struggling with Champions of Krynn. However, if, like me, you've become an AD&D junky, you won't be able to wait for this stunning next instalment. Basically, Pools of Radiance is even more of the same. Unfortunately, the game does suffer from being less playable than Champions and players will find themselves limited by the actions they can perform. Those of you without an external drive will find yourself constantly swapping disks. Ultimately, Pools of Radiance becomes a little tedious. Take my advice, stick with Champions of Krynn.

ALEX

I must admit that I think it was a little silly releasing Pools when Krynn is already out and about. Compared to Krynn, the game looks a little primitive and lacks the polish that I have come to expect from SSI. Still, as RPGs go, Pools is a fine little game. It's just a pity it wasn't polished up to the standard of Krynn.



(Left) Viewing your character can show you a variety of different things. But most important is what your character is carrying and is equipped with.



(Right) It's always a good idea to have a mage in the party, and if combat starts to get a little bit on top of you don't hesitate to blast the enemy with a powerful spell.



■ When a character goes down it doesn't necessarily mean he's dead. Using one of your turns stop and bandage him up before he loses any more hit points.

SOUND

There's quite a few sound effects within POR, including a few tunes here and there. Most of the effects have been sampled and sound pretty good at that.

70%

GRAPHICS

Not bad, but a bit too similar to the 8-bit version for my liking. However, they have been improved quite a bit, and are easily good enough for an RPG.

73%

monsters, and more importantly gold.

Combat is again similar to COK, but it is not quite as polished. Each of your characters and the enemies are placed in a combat, and according to the character's dex they take turns in doing something. Killing your enemies can be done in several ways, some safer than others. The straightforward way is to simply beat your enemy with whichever melee weapon your character happens to be equipped. However, the monsters aren't totally defenceless and they will jump at the chance to do the same to you.

Bows and darts provide a safer way, with the enemy at a short distance you can attack them without having to worry about being hit yourself, provided that they don't have missile weapons themselves, or a handy spell or two. Lastly is the spells. With a whole arsenal at your mage's fingertips there are the perfect way to dispose of monsters. But spells are limited and shouldn't be wasted on weak monsters unless you really need to.

There's a good selection of missions waiting to be completed at the city hall, and a nice reward

on the completion of each one. But these tasks are not easy ones, and will take a great deal of time, and fighting, to complete. As per usual, magical items make an appearance here and there to give your characters help, but there aren't that many and you'll usually have to take on some pretty hard monster to get them.

DOUG

Pool of Radiance has been worth the wait. The game gets off to a fine start straight away, and you're soon on a mission to some monster-filled dungeon. The game is very user friendly, and the controls are pretty self explanatory, meaning you don't have slouch over the manual trying to work out how to memorise a spell. However, due to the long delay in between it coming out on the C64, Champions of Krynn, another SSI AD&D RPG, is a lot more polished and for the money a better buy. But by no means let that put you off Pool of Radiance.

■ If you're looking for something to do, the city hall's the place for you. Find a mission, grab a few friends, and get stuck in.

OVERALL RATING

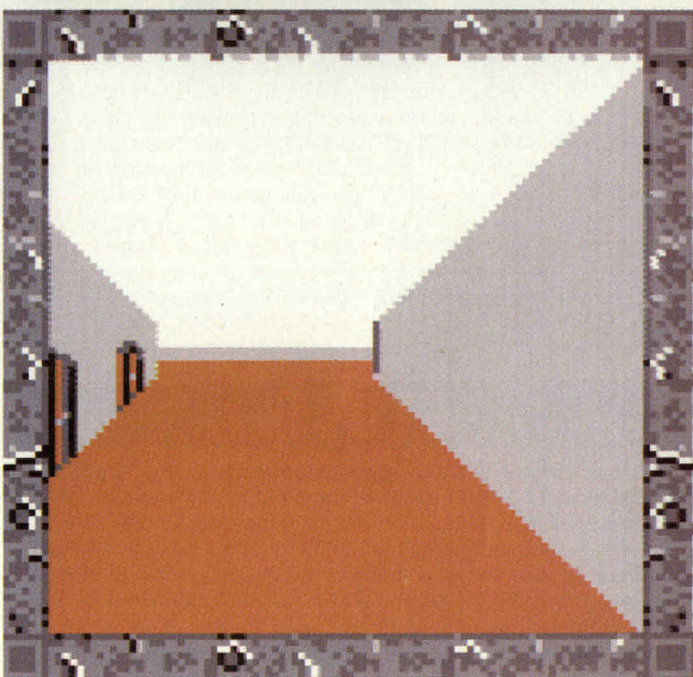
79%



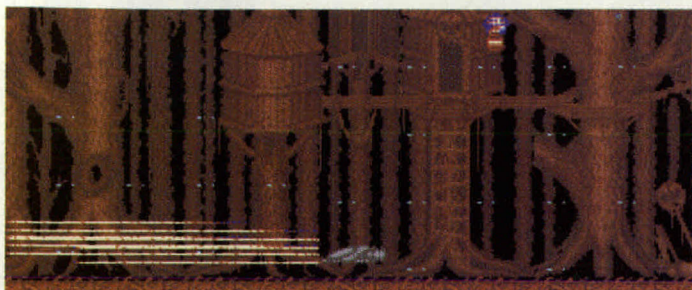
■ Pictures of the monsters add to the overall atmosphere of the game, and there's a good selection of them to look at.



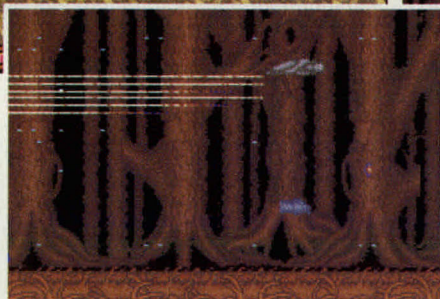
■ (Left & below) Most of the missions require you to make your way through a selection of dungeon like levels filled with monsters. They're easy to map, but dangerous to explore.



■ Replacing the lives system *Defender* had is an energy bar which is whittled away as the enemy sprites and their bullets touch you until it finally expires - along with you.

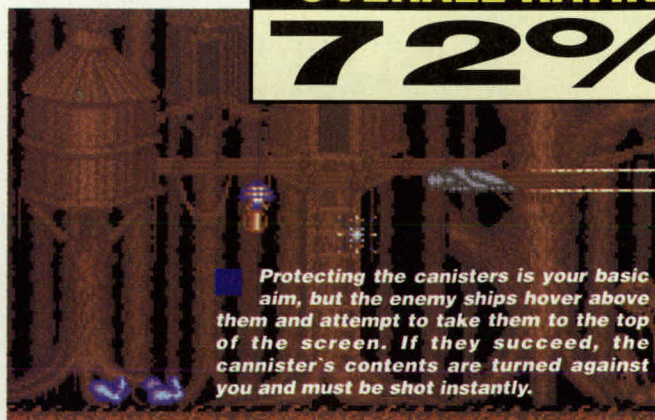


■ (Above) A nice addition to the usual bunch of *Defender*-style aliens are the larger, deadlier creatures. These can be found lurking somewhere in the later levels and require countless hits before they finally expire.



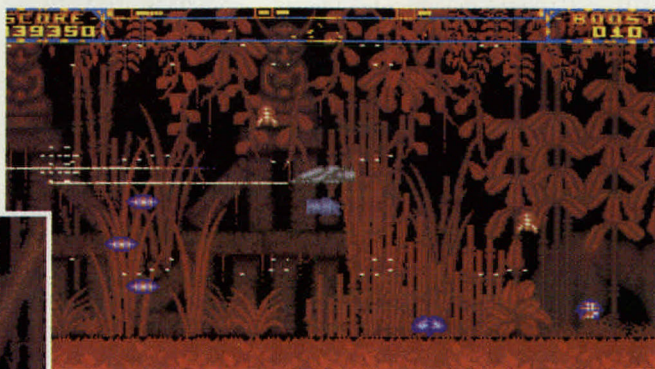
OVERALL RATING

72%



■ Protecting the canisters is your basic aim, but the enemy ships hover above them and attempt to take them to the top of the screen. If they succeed, the canister's contents are turned against you and must be shot instantly.

■ Shooting certain aliens prompts them to drop a weapons pod. If collected, this can add another string to your ship's bow, including a drone gunship which follows your every move and scatter fire which kills all known aliens instantly.



■ (Left) If the aliens succeed and snatch all the canisters, the screen will turn blood red and you will be attacked by hordes of the mutated world leaders. This is effectively a no win situation unless you can clear the screen of nasties extremely quickly.

PSYGNOSIS £19.99

ANARCHY

You have just received an urgent classified message from your commander. Anarchy is rife, and mobs are rioting. The current state of the home planet is chaotic, with reports of total mayhem, and it seems that all forms of law and order have gone out the window. The military has had so many losses that it is impossible to regain control. And, even worse, the masses are now trying to eliminate head figures. Your mission is to kill the anarchists and attempt to save

the top dogs. Each key person is trying to escape in a life-support canister, which you must protect, with the aid of your ship. To begin with, your ship is armed with a single shot laser and an energy shield. As you battle with the rebellious aliens, you will find that some, when shot down, will release weapon tokens, which, when collected, boost your firepower. You can also pick up tokens for force-fields and top-ups for your energy shield. You'll need to be as powerful as

MICHELLE

I was very impressed with the overall good quality of this game. In all too many cases these days you seem to only get a couple of good points, thus forfeiting the others. I thought Anarchy was very well thought out and produced in all departments, from sound to gameplay. It's very well explained, easy to control and very playable. Its lasting appeal is also another attribute, making it definite value for money.

GRAPHICS

*The well defined sprites and the impeccable scrolling add to the pretty backdrops, and bring the basic *Defender* theme bang up to date.*

73%

SOUND

Again very well thought out, with good FXs during gameplay and a potent intro theme - with the option of having this tune all the way through if preferred.

79%

possible because not only will you be the number one target, but the aliens will also try to take off with as many canisters as they can get their hands on.

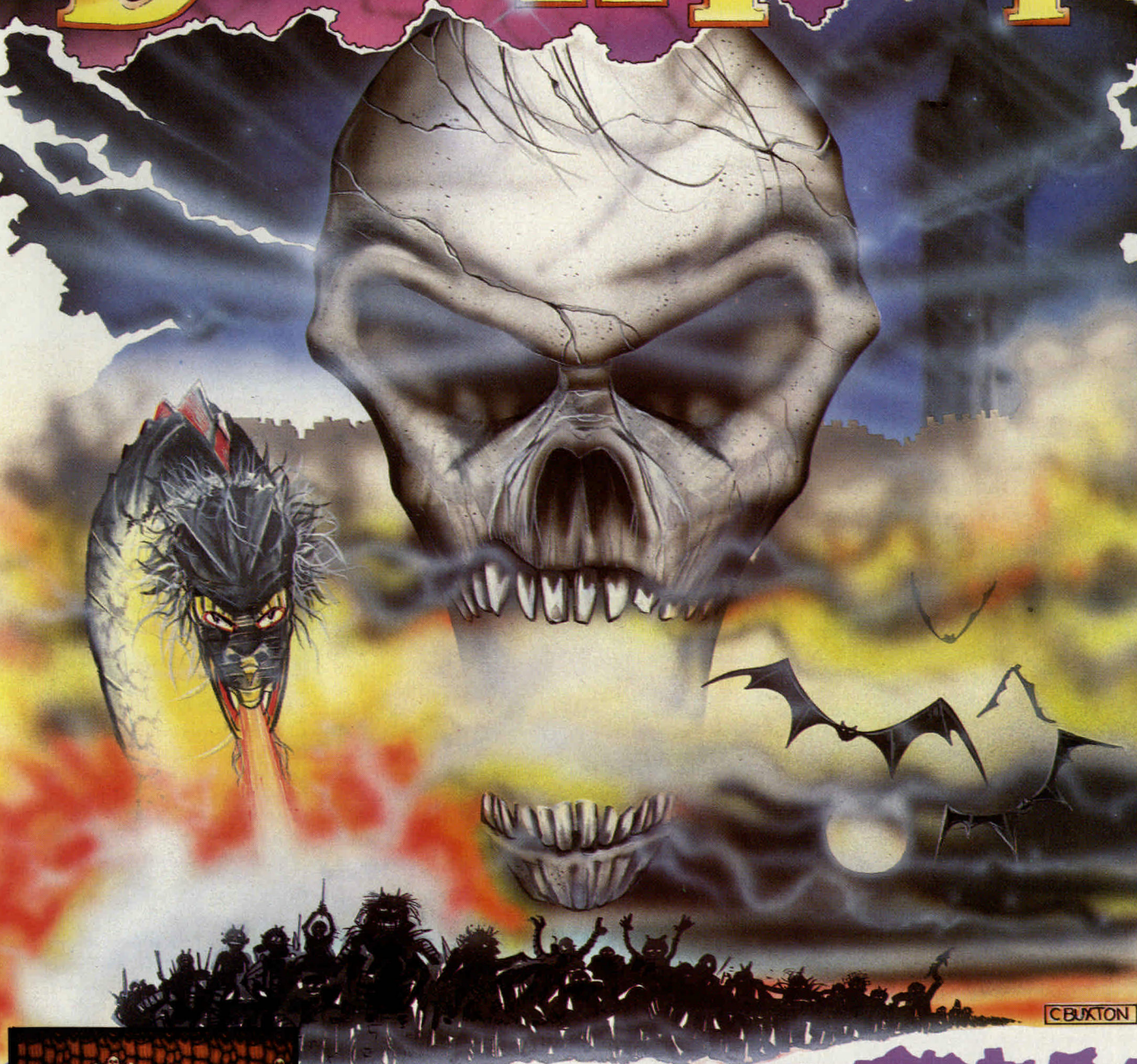
At the beginning, there are ten canisters that must be caught and placed at the bottom of the screen. These are then guarded by either shooting at the persistent enemy, or by placing a mini-force field around it. If during the level you manage to lose all the canisters, you will be forced into hyper-space, faced with a large amount of particularly evil

aliens. These aren't totally invincible, but almost. This is going to be a tough mission, requiring skill and wits. Weave your way carefully, and don't underestimate your enemy, after all, everyone is depending on you.

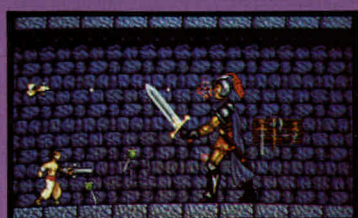
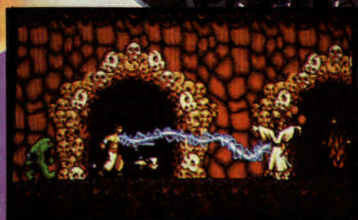
STEVE

*Eugene Jarvis's *Defender* is probably the fastest shoot'em-up I have ever played. Its combination of fast action and the need for quick thinking made it an instant classic and Psygnosis have brought it bang up to date in one of the best shoot'em-ups for a long while. Anarchy is pure blasting which requires very little thinking but a healthy trigger finger - simple and mindless, but I love it.*

Death Trap



CEBUXTON



A trap so deadly that it has remained inviolate for five centuries, so ingenious that it gently lures an intruder to a certain death, a trap worthy of Shankriya, the magician king, a tyrant and absolute ruler of vast lands.

The trap is set in a multi level labyrinth deep in the bowles of the earth and populated by creatures vile, vicious and venomous. Within it lay hidden the magic scrolls, source of Shankriya's power.

Only a very brave man, dexterous, with exquisite sense of timing, versed in martial arts and a flair for mixing potent magic potions, can ever hope to survive the infamous DEATH TRAP.

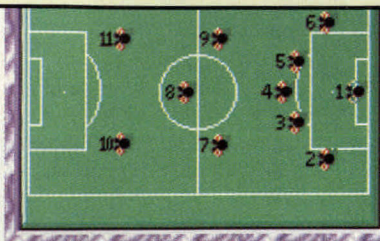
AMIGA & ST £24.99

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE,
LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/92518 FAX No: 0322 93422

ANCO

OVERALL RATING

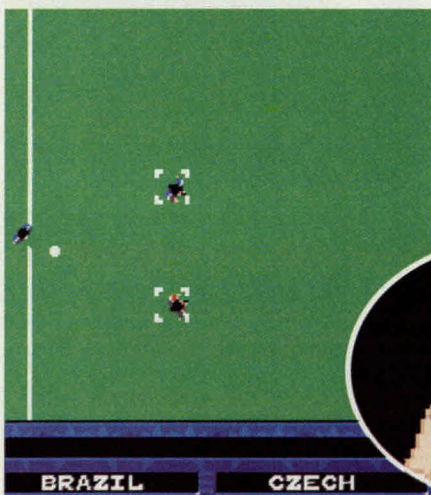
69%



Before the match commences, you can choose your formation from one of five. As well as the usual 4-2-4 and 4-3-3, the modes allow you to go all-out attack or opt for a strong defence.



The goalies are totally player-controlled, and respond rapidly to the firebutton and the joystick directions. This system is extremely easy to get to grips with, but if the ball slips past you, the scoreboard will rub it in.



Pretty near all the real game's rules are incorporated with the ref tossing yellow and red cards around like there's no tomorrow, and a full set of corners and throw-ins.



1 DENMARK SPAIN ITALY AUSTRIA	2 ENGLAND NORWAY WALES HUNGARY
3 SWITZERLAND YUGOSLAVIA U.S.S.R. BRAZIL	4 U.S.A. POLAND URAGUAY BELGIUM
5 FRANCE CZECH W. GERMANY PERU	6 HOLLAND SCOTLAND SWEDEN ARGENTINA

Your group is displayed at the start of the game and updated after each match. And, as can be expected, the basic aim is to battle through to the all-important final.

OCEAN £24.95

ADIDAS SOCCER

Following the likes of Kick Off can't be termed easy, but Ocean's entry to the ever-growing footy sim genre is finally here. As with their Tennis game, Tie Break, the game ties up with their Licence with Adidas, with more sports games to follow. Football opens with a range of options ranging from a one or two-player game, and the ability to play as any one of the twenty-four teams who took part in the World Cup. Once chosen, all that remains is to choose your team's playing formation and the game can begin.

Graphically, the game bears a striking similarity to Anco's infamous Kick Off, with the grass pitch viewed from a bird's eye point of view. In addition, as in Anco's finest hour, the players are shown as small sprites, which allows for faster play and the smooth eight-way scrolling of the pitch. Below this main play area a status panel is displayed and shown within this is the score so far and a picture of the ever-vigilant ref whose picture changes as he dishes out yellow cards and cautions. You are given immediate control over the player nearest the ball, and this is indicated by a white square which surrounds him. Using the joystick, all the usual moves, such as shooting and passing can be made, and you are also given full control over the goalie, who can be made to leap and dive whenever the opposition break into your penalty area.

MICHELLE

Despite a lot of competition, Kick Off II still reigns supreme amongst the footy genre. Mind you, Adidas Soccer does give it the closest run yet. At first, the controls seem a little unwieldy, but after a while you get used to them and the game proves mildly addictive. It doesn't have the grip that Anco's game has, but it does have a few nice touches that raise it above the dross. But only consider it if you are totally sick of Kick Off II.

ALEX

Football games are two-a-penny and several get swept by the wayside thanks to Anco's legendary Kick Off II. However, Ocean's entry to the crowded genre is one of the best yet, but is let down by slightly dull action and iffy controls. The latter does improve with practice, but it isn't as easy to get into as Kick Off and as a result not so playable. Still, a nice try and a definite runner-up.

GRAPHICS

Remarkably similar to those of Kick Off and its sequel, but the players aren't as well animated. The addition of an onscreen ref is nice, though.

69%

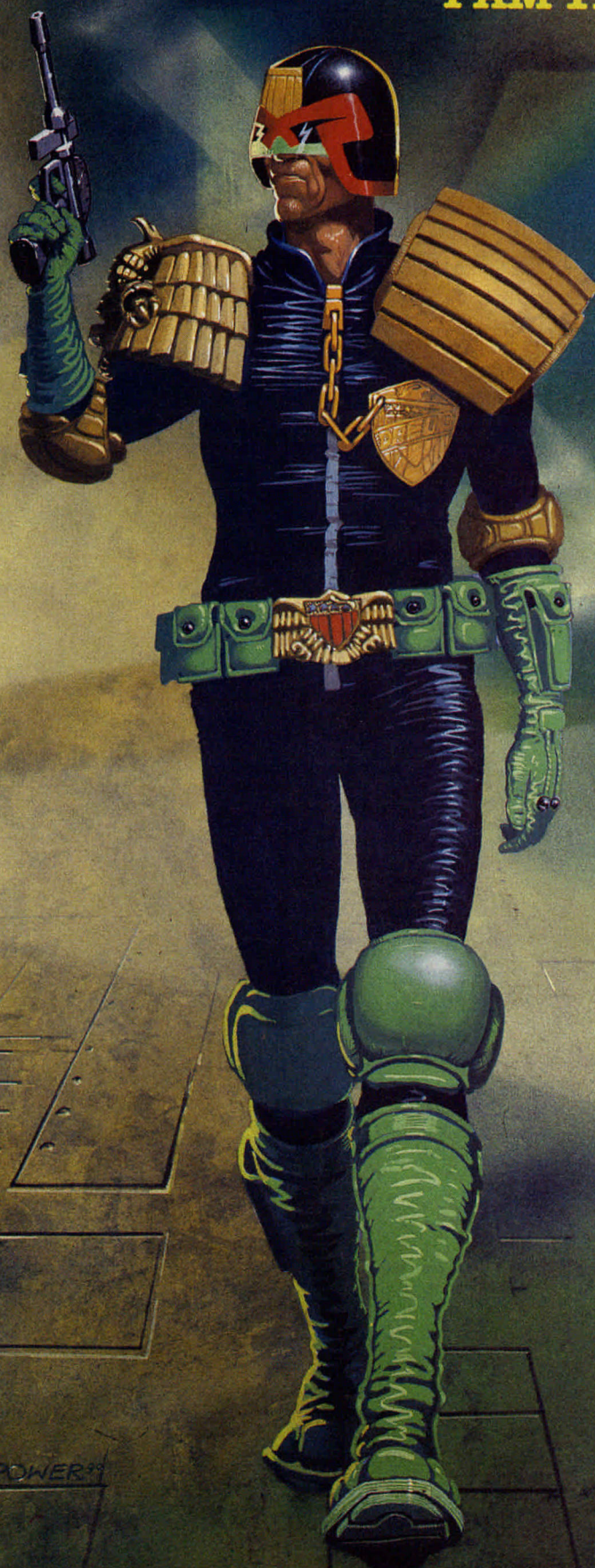
SOUND

Not a great deal, but relatively effective. The usual beeps and whistles you come to expect, really.

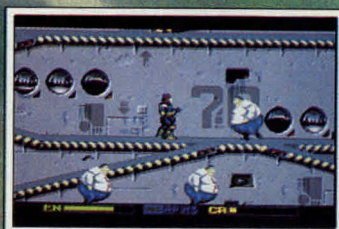
63%

JUDGE DREDD

I AM THE LAW



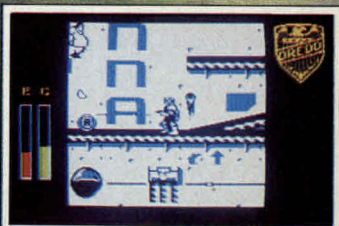
AMIGA • £19.99



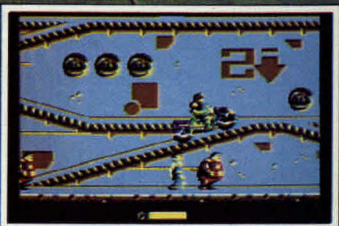
ATARI ST • £19.99



AMSTRAD • DISK £14.99
AMSTRAD • CASS £9.99



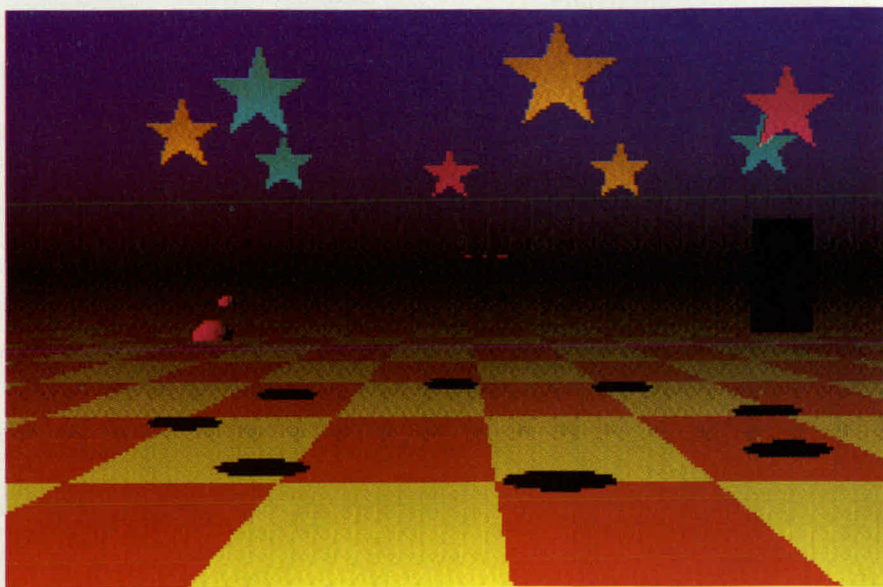
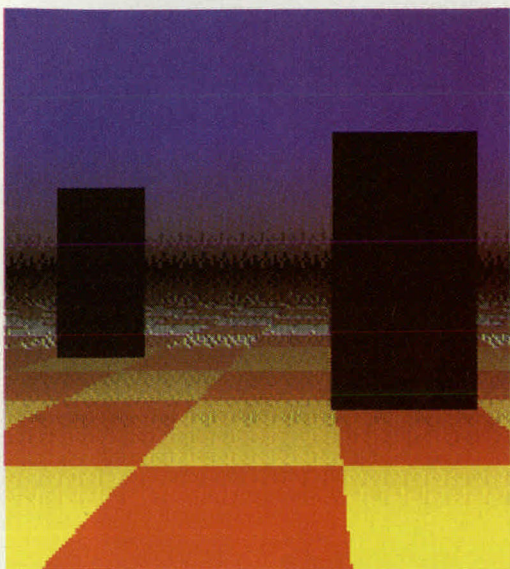
SPECTRUM +3 • DISK £14.99
SPECTRUM • CASS £9.99



CBM 64 • DISK £14.99
CBM 64 • CASS £9.99



■ **Black holes can come in very handy during the game to slow things down and give you a chance to see what predicament you're in. But it only lasts until you press fire.**



■ **The stars are all important and without them you wouldn't last very long in your fight against the mutant cells. Blow up the stars and gain the extra antibodies to destroy the mutant cells.**

US GOLD £19.95

VAXINE

The human body has always had to contend with virus cells with the sole purpose to destroy. But most of the time the body's defence mechanisms have been able to hold their own and overcome the constant attack from these alien cells. However, all this has changed of late and now the alien cells have taken the lead in this eternal battle. Somehow a much stronger mutant strain has developed and has overwhelmed the body's defences bringing

many human lives to an end. This is where you come in. Vaxine have invented a new hightech device that will enable things to be taken and shrunk to almost any size. Combining this with their latest craft they think they might have a solution to this virus problem.

The new mutant cells appear in the body and simply float around for a short while, until they

eventually make contact with another cell of the same. They then join together, increasing their strength and make their way towards the body's cells so that they can attack them, making the body that much weaker and easier to defeat. Mutant cells are shown as spheres that bounce around the place, and then when they join together they are linked by a straight black line.

You arrive in your vessel, close to the body's cells that you are going to have to protect. These cells are represented by half-spheres located on the floor of the playing area. Also situated near these cells are black rectangles that look similar to doors. These are quite handy because when you enter them they freeze all the mutant cells, allowing you to have a quick look around and find out where the most menacing ones are. However, this effect is only temporary and as soon as you press the fire button the mutant cells carry on their way.

Killing the mutant cells is done by shooting them with that you have on board your ship. Unfortunately, you only have a limited supply of these antibodies and they soon run out if you're not careful. When you start each level you are usually in front of a circle

ALEX

Vaxine's storyline sounds like something out of those gory documentaries, but I can tell you I found U.S. Gold's effort to be much more enjoyable. The graphics are superb, with the landscape scrolling extremely fast and smoothly with numerous other moving objects bouncing around all at the same time. This is a first class piece of software that you should only miss at your peril.

of stars and these are extra antibodies to use against the mutant cells. Simply shoot them for extra supplies. You are equipped with three different types of antibodies, one for each of the mutant cells. Extra stars can also be made by shooting mutant cells with the wrong antidote, just in case you get a bit low. The game can be controlled by either mouse or joystick, and there is a good selection of difficulty levels to used until you get use to the game.

DOUG

Assembly Line have brought out a whole string of classic games over the last year, and so I wasn't surprised when I saw Vaxine. The graphics look very nice, but the really stunning thing is the way they update; they are just so smooth and fast. The gameplay is there as well, and requires much more than just kill everything in sight strategy. Vaxine is yet another classic game to come from Assembly Line, and what more need be said. Just buy it!

STEVE

As you scroll across the chequered landscapes, everything moves at an incredible speed without the slightest glitch or jerk, either. The ray-traced graphics that made E-Motion so novel are used once again except that they seem more at home in Vaxine, creating a surreal atmosphere that gives body to the game's unusual scenario. Whilst I don't think that Vaxine will stand the test of time due to its repetitive nature, at present it rates as one of the fastest and original games to hit the Amiga in quite a while.

SOUND

A decent piece of music at the start with quite a few scrummy sound effects to compliment the graphics in this brilliant game.

72%

GRAPHICS

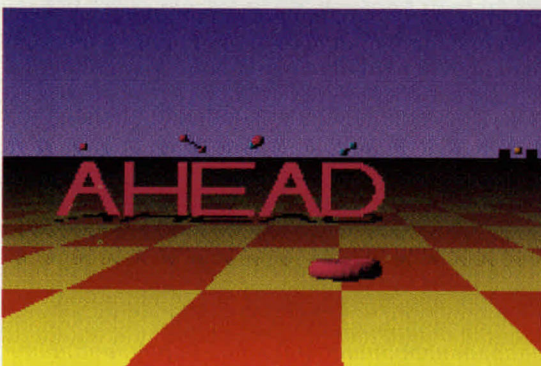
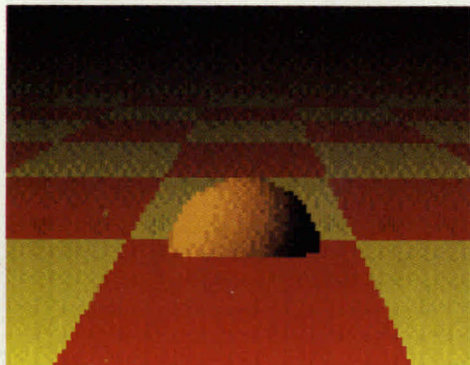
Superb perspective graphics that move amazingly fast and well. The update is great. But what more do you expect from the Assembly Line?

84%

■ This is the chap responsible for all those nasty mutant cells. He just wanders around producing a mutant cell every now and then, just to keep you on your toes.



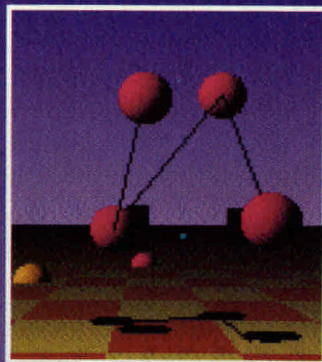
■ These half-globe cells on the ground are the ones that you're here to protect, it's best to keep them in view, but each time one of them is attacked a funny squelch can be heard.



■ (Above) Just in case you run a bit off course a large instruction will be put up in the playing area to let you know where to go. How nice!



■ (Above) Blasting away you keep your eye on the bar at the top of the screen. This bar is an indication of how much energy you have left and you shouldn't let it get too low.



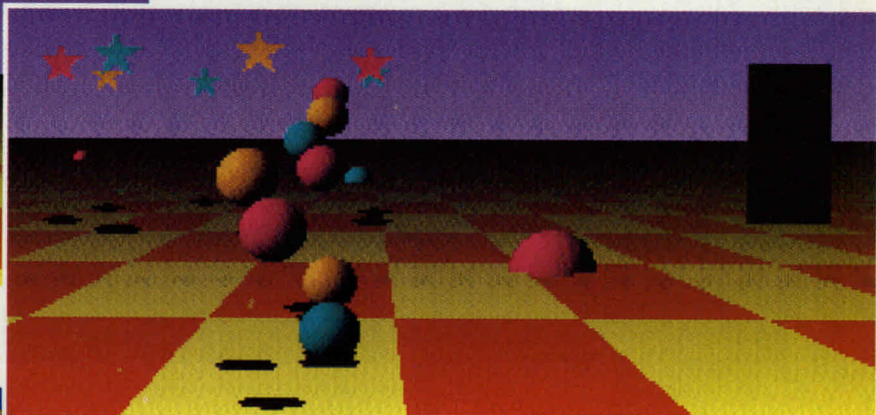
OVERALL RATING

77%

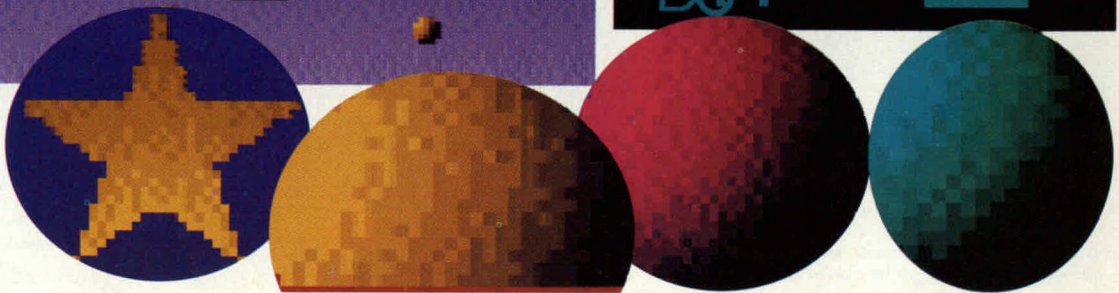
■ A single harmless mutant cell floats around not doing anything to worry you, but before long it will bump into another cell of the same colour and when this happens you'll have a problem. As the two cells touch they become joined by a black line, and when there's enough of them they'll make their way towards the cells that you are protecting.



■ (Below) You fire one of the antidotes at the deadly mutant cell and watch it bounce toward its target. But don't be too far away, as it can only bounce so many times.



■ (Below) What every game needs is a flash high score table, and they don't come more flashier than this. As you type in your name the letters twist on to the screen looking very nice indeed.



RAINBOW ARTS £19.95

LEGEND OF FAERGHAIL

The land of Thyn is a great one, and under the rule of the Count it has also been a peaceful one. But these days all this has changed, and evil forces are everywhere, making even the simplest of journeys outside the city very hard going and full of danger. The elves are the main cause of this evil, and over the last year they have brought many deaths to the people of

Thyn. No one quite knows why the elves have suddenly started waging war on the peaceful kingdom, but evil forces are thought to be behind it all, somehow managing to control the elves. You are only young, and have little experience in combat, but your courage more than makes up for what you lack in those departments, and this is why you have taken it upon

yourself (and the help of up to five other characters) to find out what or who is behind all this trouble.

As with most RPG games before you can do anything you have to create a party. The selection of different races and classes are a bit different from the normal races, but it's mainly because there's more to choose from, and only the attributes have been reduced. A selection of skills is also available to each character, and these come in very useful during the game. The game's layout is very similar to the old Bard's Tale by Interplay/EA, with a small window in the top-left corner of the screen where you can view ornate pictures of your enemies and the locations you visit. The dungeons are also very similar,

ANDY

Everything about the game is bland. On the plus side, there are some nice additions in the character generation part of the game, with a few extra classes to choose from. But when it comes down to it, Fearghail is just like any other RPG. If you like RPG games and you aren't doing much at the moment then pop out and buy it, while waiting for the next blockbuster.

but random encounters are not present and you can see your enemies walking around.

GRAPHICS

Nice graphics depicting your characters and the backdrops, but they offer nothing new or prettier over, say, the Bard's Tale.

68%

SOUND

A few sound effects during the game, and a few more in the combat sequences attempt to give you the feeling of being there. Not much variety to them.

43%

DOUG

Legend of Faerghail is a very good RPG, with some neat graphics and sound, and, more importantly, a very good storyline. Unfortunately, the game is just too similar to the old Bard's Tale series by Interplay - the layout of the screen is almost identical. Legend of Fearghail is a very good game and I can quite easily recommend it, but if you haven't got the Bard's Tale, go out and get that instead because it's a lot cheaper at only a tenner.

■ Money is the root of all evil, but it's also what you need if you're going to survive for very long. After each battle, search through the remains to see what gold and other valuables you can find.



■ What RPG would be complete without the designer dungeon? Loads of nasties and plenty of treasure is just waiting to be collected, as long as you can survive long enough to claim it.



1 HARNOR WARRIOR 30% GOOD	2 FORTOS PALADIN 30% GOOD	3 BRIAN SMITH 33% GOOD
4 THYRA ROGUE 55% GOOD	5 HELLA HEALER 35% GOOD	6 MORGAN MAGICIAN 20% GOOD

■ It doesn't take long to get lost in the wilderness, and if you haven't made a map there's a high chance that you won't make it back to the town in one piece.



■ There are plenty of monsters to get in your way, and most of them will inflict a lot of damage. In addition, as you get stronger, so do they.

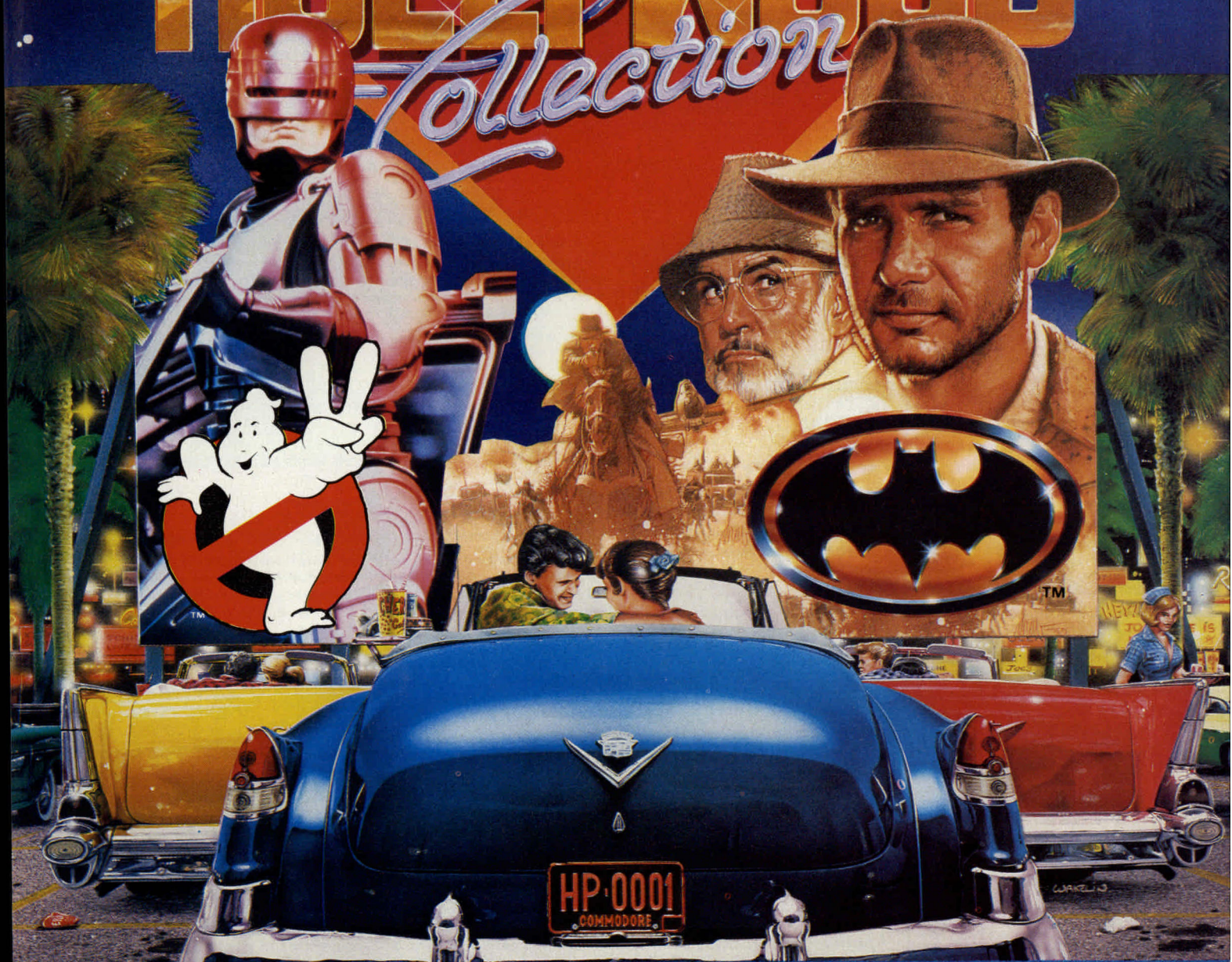
OVERALL RATING

72%

THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD

Collection



ROBOCOP

GHOSTBUSTERS II

INDIANA JONES

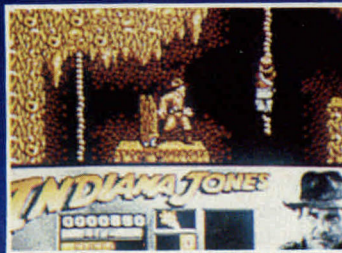
BATMAN



ROBOCOP TM & © ORION PICTURES CORP. ALL RIGHTS RESERVED.



© 1989 Columbia Pictures Industries Inc. All Rights Reserved.



TM & COPYRIGHT © 1989 by Lucasfilm Ltd. [LFL] All rights Reserved.



TM & © 1964 DC Comics Inc.

AMIGA ATARI ST



**AMSTRAD
SPECTRUM
COMMODORE**

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

AUDIOGENIC £19.99

LOOPZ

In case some of you have not already noticed, the latest style of computer entertainment spilling out from the various software houses, appears to be puzzle-cum-strategy games. Loopz, the latest contribution from Audiogenic, originally started life on the Nintendo, and has been converted by Orlando (alias Nick Pelling), who was also responsible for bringing us Microprose's 3D Pool and the classic BBC titles, Planetoid and Frak!

Seemingly very similar in terms of simplicity to E-Motion and Pipemania, Loopz is a game that requires rapid and logical thinking. The basic game premise consists of a grid where assorted shaped pieces appear one at a time. These have to be placed in an appropriate position to be linked correctly to the next piece shown, thereby attempting to make a box, or, to quote the title, a loop. Once a loop is made, it then disappears,

leaving space for more to be formed. The aim of the game is to try and create as many loops as possible.

It all sounds pretty simple, but you are also faced with a few troublesome dilemmas. You have a limited amount of time in which to place each piece, and this time is determined by a bar at the bottom of the screen. If you fail to position your shape before this bar expires, you lose a life and the last piece to be played. It's not worth trying to be crafty either. You may think that having the usual pause mode will help if things start getting tricky - but as soon as the pause button is pressed, a wall comes across, entirely blocking off the grid. You are just going to have to use your brains and take up the challenge - hopefully successfully.

GRAPHICS

Pretty scenery and backdrops are not the important issue. However, some alternation does relieve tedium, although the colours are a little drab.

66%

SOUND

Again, not truly significant - it does interfere with some people's concentration - but you are given the choice of three different tunes if one annoys you.

54%

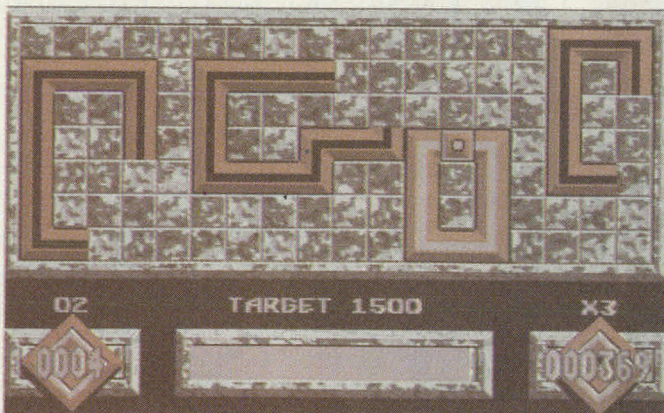
MICHELLE

I found Loopz very easy to get into, although after a while it did become a bit repetitive, as despite its many screens, there is only so much that you can do. I wouldn't say it's not addictive - far from it - but with a little more imagination in the graphics department, my attention would have remained totally captured. On the whole, quite an impressive little game, even if lacking in imagination.

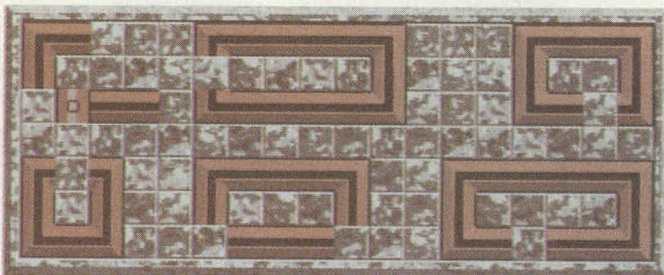
■ Loopz consists of three gameplay options. There is a practice game - handy for those just starting, the main game, and an arcade version, which is the trickiest of them all. During the main game when you complete a level, you will be given a password to the next - handy when reloading next time round.

**OVERALL
RATING**

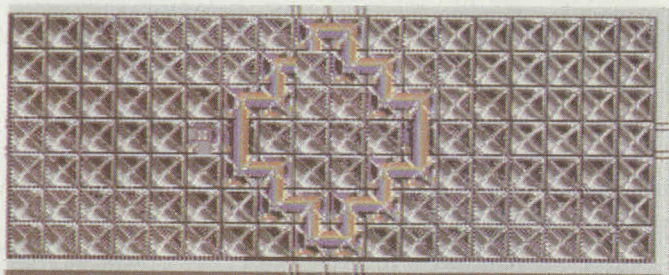
69%



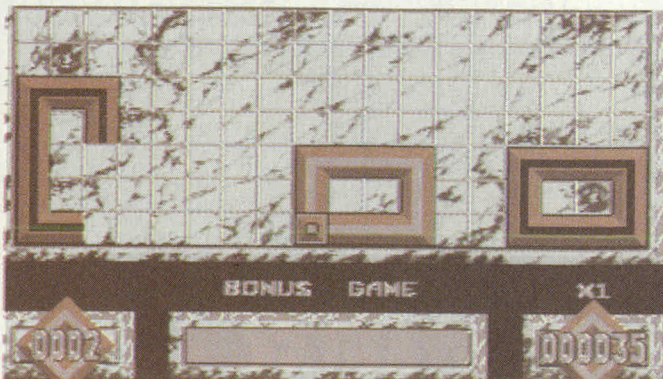
■ The pieces all vary in size and shape, from large right angles to single bars, but all are straight-edged. Also, mouse control makes manoeuvring a lot easier, especially as the more you progress, the shorter the time limit becomes.



■ At the beginning of both the practice and main game, you are given the option of which difficulty to start with. Obviously playing against the computer, it tries its hardest to catch you out. If you start doing too well, you'll find you will be given the most awkward shaped pieces.



■ If you manage to score well, you can have a go at one of many bonus levels that appear throughout the game. These are chosen randomly and you will be faced by well over thirty of the brain-stretching puzzles. To add to the game's variation, if you do complete a bonus level, occasionally you will go onto a further level, again for bonus points.



GET THE HELL 'OUTA' TOWN

THE MEAN, LEAN, 6 GUN MACHINE IS STEAMING YOUR WAY

Panic! The Governor's daughters are missing! "Search the Badlands" goes out the cry, "send for Pete Coyote with his quick fire guns and steely glare."

"Gold for every daughter you return" promises the Governor "and a bounty for every outlaw you kill!"

Countless
Characters
- Good
and Bad

Kill
or be
Killed!

Travel the
West by
authentic
steam train

ATARI ST
& AMIGA
£19.99

ATARI...THE POWER BEHIND

BADLANDS PETE



Unique Strip-A-Motion combines smooth horizontal scrolling with 3D graphics for greater depth, added reality.

REACH OUT FOR THE POWER OF ARC ATARI ST · CBM · AMIGA

ARC, P.O. Box 555, Slough SL2 5BZ.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.



There is a whole selection of different people and monsters for you to choose to control, and there are four different professions for your characters to have as well. The right choice is essential.



(Right) As you progress through the game you will be able to watch your skill improve, but far more important is the increase in your hit points.



Taking a look at the Parley screen will show you what items are available on this level. You could simply take the items, but if you do the local inhabitants might not be too pleased.



Sometimes you will start with a small group of followers to protect you. But they can only take so many hits and then you'll be left to defend on your own.



Traps are everywhere and you will need to watch where you're going, or you will end up the bottom of a deep hole. In this case you will find yourself restarting the game from the beginning.

MIRRORSOFT/PPS £24.99

BATTLE MASTER

PSS have long created war-games of the highest standard. However, with games such as Dungeon Master and Bloodwych, computer gamers seem to have leant more towards fantasy role-playing than East/West conflicts. Battle Master is a combination of the two styles, and allows you to control a character as he wanders

around a large kingdom, improving his skills and finding magical items and treasure beyond belief.

The character races available in Battle Master are the Humans, Orcs, Dwarves and Elves. Each one can be a fighter, thief, mage or merchant. You must explore the land while defeating the enemy and collecting treasures, food, weapons and other precious artifacts. You can call up your character sheet at any time so that you can monitor your character's health and present situation. Once you are happy

ANDY

Battle Master is not the sort of game I would normally associate with PSS. Having been used to their more strategy-based games, the joystick-controlled action seemed a little unusual at first. However, behind the 'arcade' presentation there is a superb little game, which hooked me from the start and refused to let go. There is a massive map to explore with lots to see and do, and hidden away in the many forests are all manner of castles and places of interest. A brilliant game, that comes highly recommended.

ALEX

The arcade game-style graphics may put purist RPGers off Battle Master, and this would be a pity as they would be missing one of the best games of its type for a long while. As I explored the game, I was rapidly drawn into its deep gameplay and massive task. All in all, a deep and challenging game which, as well as ensuring it a place in the RPG hall of fame, also confirms PSS as one of the masters of the genre.

Once you have collected all the items, and killed most of the enemies you can travel to another part of the kingdom. But if you want you buy free passage and save a few hit points.



OVERALL RATING

77%

(Below) Food is very important, and when your hit points get low, a quick chomp on some nosh will quickly replenish them. You can never have too much food in your possession.



SOUND

Not very much has gone into the music and sound effects, but what little there is is brilliant and really helps to add to the games overall appeal.

68%

GRAPHICS

Very well drawn graphics that are really very pleasing to the eye, and add very well to the game's overall gameplay.

71%

that you have collected enough treasure, you can travel to a new location within the world. Along the way you will be attacked by the enemy and you will have to use your weapons with great skill in order to kill them.

As well as encountering enemy forces along the way, you will also be able to visit villages where you can enter the houses and steal the contents. Some of the houses may be fairly big and you may need to travel for a fair while before the whole building has been investigated. Not all of the houses will have objects in them but those that do will contain items such as chain mail, weapons keys and food. The keys will allow you access to areas that are locked. As well as items, you may also encounter enemy troops that lie in wait for you. You'll have to fight it out with these so that you can collect all of the items. You can then feed your character, dress him and and arm him through the character display sheet.

Buildings aren't the only areas that you can explore and you may come across caves that have been dug deep into the walls of rock faces. These also contain

objects but beware - the ground you walk on is extremely fragile and may crumble away at any time, sending your band to their doom. Not all of the characters that you meet on the way will be out for your blood and you may be allowed to parlez with them. In this instance you can try and buy their specialised services or even purchase essential items.

DOUG

PSS have managed to combine strategy with RPG in Battle Master to create a superb game that has you addicted from the word go. There's plenty of variety and the playing area is huge, with villages, mines and castles all waiting for you to explore them. The graphics are pretty good and make the game even better, along with a few sound effects to back them up. Both strategy and arcade fans will enjoy this game, and it is well recommended.



Unfortunately your character can't swim and any contact with water will prove fatal. If there's something worth getting, there's always another way round.



Some places can not be accessed unless you have activated a switch, but beware, for not all of the switches have nice reactions.

(Right) Villages can be encountered here and there, and they are usually a good supply of objects. Unfortunately, they are mostly food, and the magic items are stored in safer places.

AMIGA DEALS

AMIGA 500 STANDARD PACK

- ★ A500 Computer ★ 512K Ram ★ 1Mb Disk Drive ★ Mouse
- ★ Modulator ★ Power Supply ★ Operation-Manuals
- ★ Workbench disks, etc.

ONLY **£339.95**

BATMAN PLUS PACK

- ★ Amiga as in Standard Pack
- ★ Batman The Movie
- ★ F18 Interceptor
- ★ New Zealand Story
- ★ Deluxe Paint 2
- ★ Megablast Joystick
- ★ Dust Cover
- ★ High Quality Mouse Mat
- ★ Wicked Ten Game Pack
- Inc. Invaders, Pacman, Bouncer

ALL THIS FOR JUST
£369.95

FLIGHT OF FANTASY PLUS PACK

- ★ Amiga as in Standard Pack
- ★ F29 Retaliator
- ★ Rainbow Islands
- ★ Escape from Planet of Robot Monsters
- ★ Deluxe Paint 2
- ★ Megablast Joystick
- ★ Dust Cover
- ★ High Quality Mouse Mat
- ★ Wicked Ten Game Pack
- Inc. Invaders, Pacman, Bouncer

ALL THIS FOR JUST
£369.95

SCREEN GEMS PLUS PACK

- ★ Amiga as in Standard Pack
- ★ Days of Thunder
- ★ Shadow of the Beast II
- ★ Back to the Future Part II
- ★ Knightbreed
- ★ Deluxe Paint II
- ★ Megablast Joystick
- ★ Dust Cover
- ★ High Quality Mouse Mat
- ★ Wicked Ten Game Pack
- Inc. Invaders, Pacman, Bouncer

ALL THIS FOR JUST
£369.95

THE ALL NEW... ULTIMATE GAMES PACK

Choose any of the above three packs and add the following:-

EXCLUSIVE: Dowling Mega Ten Game Pack comprising:- RVF Honda, Datastorm, Dungeon Quest, E-Storm, Grand Monster Slam, Kid Gloves, Powerplay, Shufflepack Cafe, Microprose Soccer, Tower of Babel.

ALL THIS FOR THE UNBEATABLE PRICE OF **£389.95**

THE STAIR
COMPUTER PRINTERS



Being Star registered dealers we only sell official UK machines which come with a full 1 year guarantee. Beware of inferior imported products

OFFICIAL U.K. VERSIONS

STAR LC10 mono 144/36 C.P.C.
STAR LC10 II 25% faster version
STAR LC10 Colour, 7 colours
STAR LC24-10 - 24 pin multifont
STAR LC10 Sheet Feeder (auto)
STAR LC10 Mono Ribbons
STAR LC10 Colour Ribbons
STAR LC24-10 Ribbons
STAR LC10 Quality Dust Cover

RRP	OUR PRICE
£229.95	£149.95
£263.35	£169.95
£297.85	£189.95
£343.85	£229.95
£74.75	£59.95
£5.95	£3.95
£7.95	£5.95
£7.95	£5.95
£7.95	£5.95

1/2 MEG UPGRADE BOARD

- ★ Uses latest 4 chip design
- ★ Memory on/off switch
- ★ Option of battery backed clock
- ★ Full 12 month guarantee
- ★ New super low price

£29.95
Clock version **£39.95**

VIDI SCOOP

Vidi Amiga
Plus Vidi Chrome
Plus E180 VHS tape

ONLY **£99.95**

CUMANA CAX 354 DISK DRIVE

- ★ Latest Slimline Design
- ★ Quiet, High Precision Head Positioning
- ★ High Speed Access
- ★ Acknowledged as "The Best"

RRP £89.95

£64.95

SAVE £153 and become a record producer into the bargain



Desk Top Music Starter Package for Amiga
Techno-fear takes some strange forms, non stranger than the fear of asking a shop assistant what connecting cables are needed and how to hook them up. This starter package puts paid to that one. Inside the box is everything you need to make music on your computer:
A Roland CM-32L Sound Module - your orchestra
Dr T's Tiger Cub sequencer software - your composer
Dr T's Copyist Apprentice software - your scorewriter
and most importantly it includes all the cables required to get the system working and easy instructions on getting started.
Package value: £547rrp. Package price: **£469rrp.**

Roland
DESK TOP MUSIC SYSTEM



CM-32L - An orchestra at your fingertips

128 fantastic sounds to choose from, including guitars, pianos, strings, brass, synthesizers and effects plus drums. Using the CM-32L with a sequencer (ie tapeless recorder) like Tiger Cub you can have up to eight different sounds plus drums playing at the same time... it's like having your own personal recording studio.

Price: **£369rrp**



MIDI Interface & Cable RRP £29.95

If you've got the ideas to make your next Jazzy-B or the next Jon Bon Jovi, the Roland Desk Top Music System can turn your dreams into hits.

Package value: £782rrp.

Dowling Package price: £599rrp
(or £449 without PC200 keyboard)

Roland
DESK TOP MUSIC SYSTEM

Roland
DESK TOP MUSIC SYSTEM

★ NEW ★

MUSIC-X

Junior

"Provides everything that the average amateur musician could possibly require" - **Amiga Format**
N.B. Fully compatible with Music-X

RRP **£79.95** OUR PRICE **£49.95**

★ NEW ★

MUSIC-X

Enhanced 1.1 Version

Widely acknowledged as the best music package available. Now with even more enhancements - it cannot be beaten.
N.B. Be wary of older versions being sold cheaper

RRP **£149.95** OUR PRICE **£89.95**

★ NEW ★

MIDI INTERFACE

Our own beautifully designed product, colour co-ordinated and designed to sit on your Amiga.
Features: 1 x IN, 1 x THRU, 2 x OUT
Comes complete with midi lead (extras £2.95)

RRP **£29.95** OUR PRICE **£19.95**

PHILIPS TV TUNER

- ★ Converts your 1084S/8833 into a colour TV.
- ★ Complete with aerial & plug
- ★ Free 1 year on site maintenance

£69.95

3 1/2" HIGH QUALITY DISKS

- ★ 100% certified
- ★ Individually wrapped
- ★ "Made in Japan" media
- ★ Fully guaranteed

Box of 50 **£19.95**

Box of 100 **£37.95**

Roll of 1,000 labels **£5.99**

PERIPHERALS, ACCESSORIES AND SERIOUS SOFTWARE

FOR THE MORE DISCERNING COMPUTER USER

	RRP	OUR PRICE
Commodore 1084S Stereo Monitor	£299.95	£249.95
High Quality Amiga Dust Cover	£9.95	£5.95
High Quality 1084S Dust Cover	£12.95	£6.95
Replacement Amiga Power Supply	£59.95	£39.95
Kindwords 2 wordprocessor	£49.95	£29.95
Superbase Personal 2	£99.95	£29.95
Maxiplan Spreadsheet	£99.95	£29.95
Photon Paint 2 - Latest Version	£79.95	£19.95
Deluxe Paint 2 - Excellent Value	£49.95	£9.95
Contriver Replacement Mouse	£34.99	£19.99

VISA HOW TO ORDER

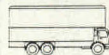
By Phone

Simply call our Head Office
Quoting your Access/Visa number on

0767 681760 (8 lines)

By Post

Make cheques, Building Society Drafts or Postal Orders payable to Dowling Computers



Delivery

(U.K. Mainland - most areas)

Please add **£6** courier delivery for orders over **£100**, add **£2** P&P for orders under

★ ★ ★ ★ ★ GOLD CLUB SERVICE

- ★ 7 day money back guarantee if not completely satisfied
- ★ 30 day exchange for new policy should a fault occur
- ★ 1 year guarantee giving FREE collection and delivery service should a fault occur
- ★ Exclusive Gold Card with personal membership number entitling you to special offers
- ★ All this for a nominal **£10** per item over **£100**.

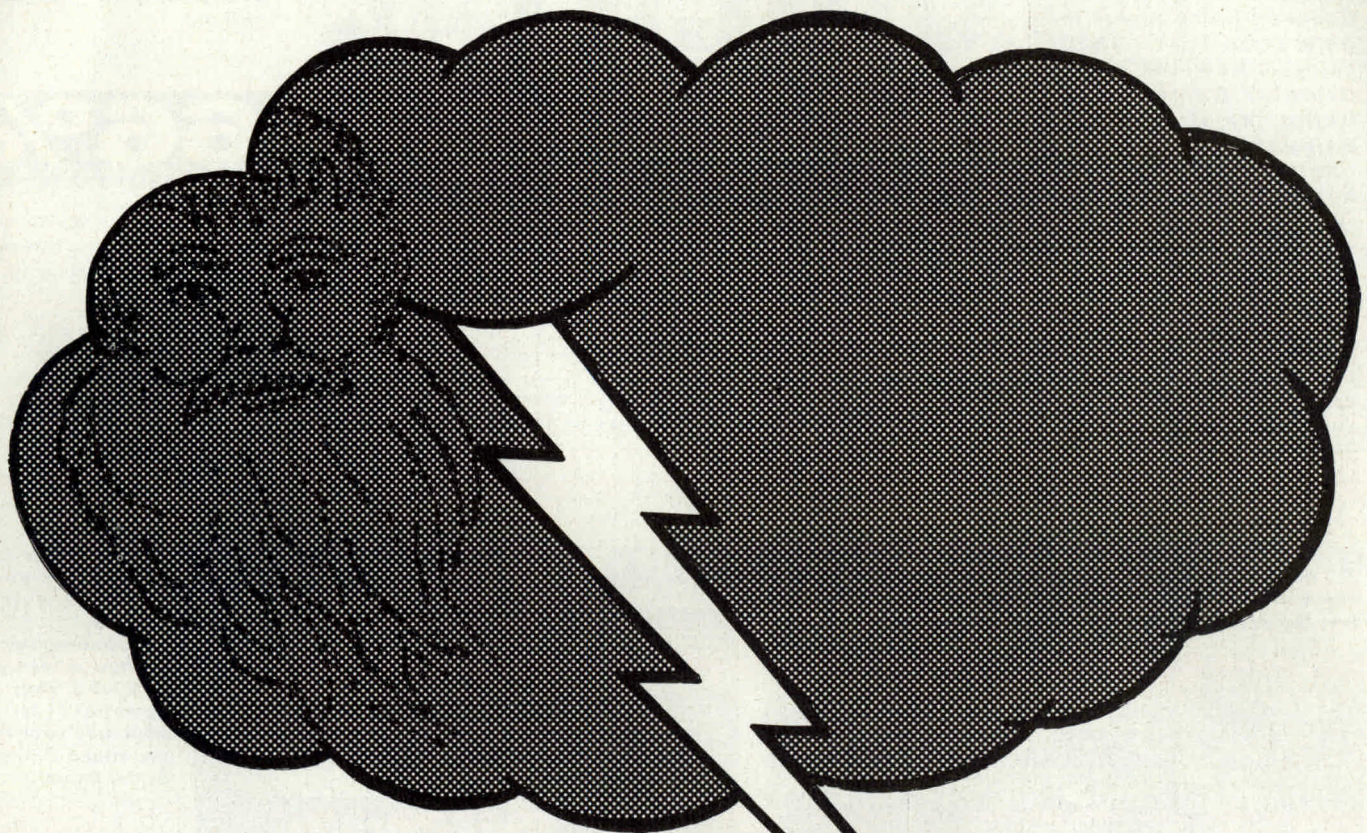
★ ★ ★ ★ ★

COMPUTERS

UNITS 48/50 TYNE ROAD, SANDY, BEDS SG19 1SA

DOWLING

On the seventh day...



EUROMAX

created the

Flashfire Range



----- ✂

WIN - WIN - WIN - OVER £300 WORTH OF JOYSTICKS TO GIVE AWAY

Name: _____

Address: _____

Post Code _____

How Many Microswitches
give 8 way Directional Control

4 ☐ 8 ☐ 16 ☐

Which Euromax Stick has been
Europe's Best Seller for 8 Years

Pro 9000 ☐ Arcade ☐ Flashfire ☐

Tie Break: Name Your Favourite Retailer
and in no More Than 12 Words say why he is Best.

Name _____

Address _____

Why? _____

Please tick if you require further information on the Joystick Range

☐

Closing Date 31st Dec 1990

**EUROMAX FREEPOST BRIDLINGTON
N. HUMBERSIDE YO16 4BR Tel: 0262 602541**

ALEX

There aren't that many classic martial arts games on the Amiga at the moment, IK+ and Budokan being about the only ones that I really enjoyed. However, I found **Oriental Games** to my liking, as it was both enjoyable to play and challenging. I did, however, find that there was an apparent lack of different styles to compete in. There are plenty of moves to be learnt, and personally, I'll be returning to **Oriental Games** for quite a while to come.

Martial arts games are somewhat in plentiful supply in the software

MICROSTYLE £24.95

ORIENTAL GAMES

industry, with names such as IK+ and Chambers of Shaolin to remember just a couple. They were usually based around two different types of game - the horizontally scrolling beat 'em-up and the head-to-head competition. Most of the games attempted to recreate the speed and skill of the real thing, allowing you execute most of the moves

that you could wish for.

Oriental Games is based around the competition side of martial arts, and should hopefully put you up against some of the world's top fighters in the event that is billed as the fight of the year. To begin with, you must first sign in. This requires you to enter the dojo and record yourself onto the computer log. You must then

SOUND

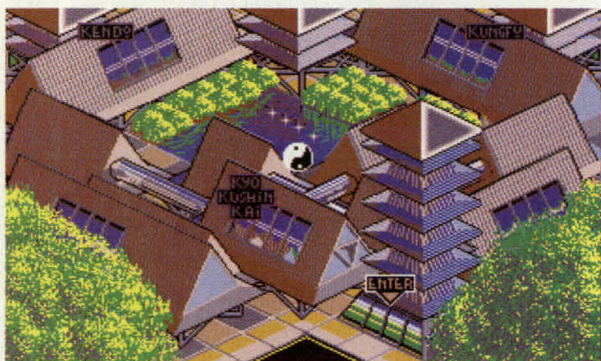
Grunts galore when you strike your opponent, as well as other sampled groans and strange noises!

66%

ready yourself to enter one of the arenas and begin the competition or head-to-head. Apparently, you must summon your 'chi' by meditating, which, in English, means summon your inner strength.

There are three events to compete in: Kung Fu; Kyo Kushin Kai; and lastly, Kendo. Each has its own style of play, and requires your full attention and hours of

The Dojo is where you will always return to after competing in one of the three events. You choose which arena to enter next by simply moving the cursor over the desired area and clicking the button.



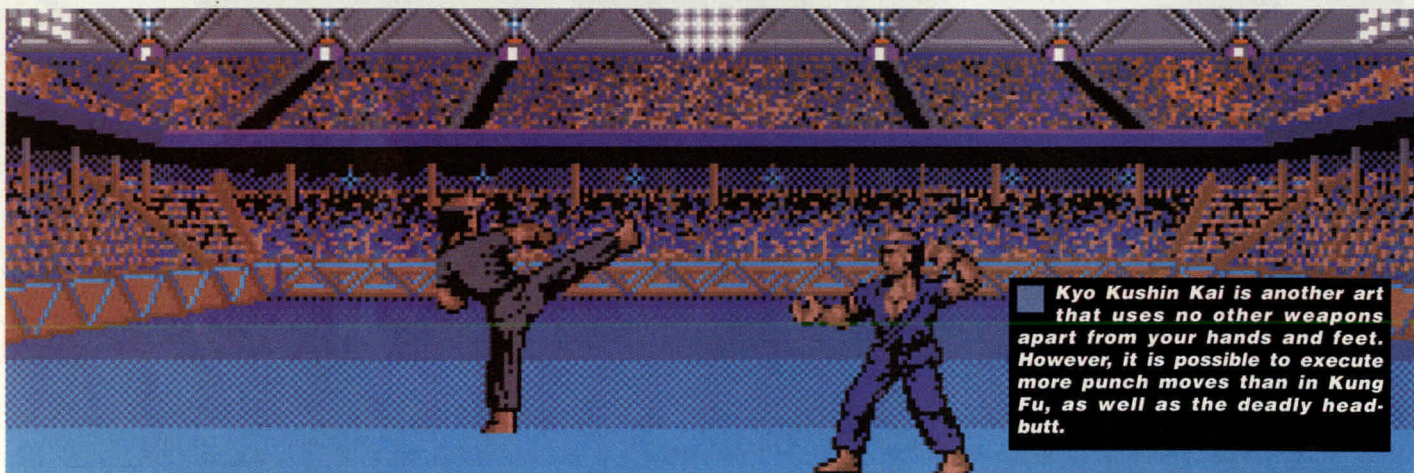
PHANTOM	PHANTOM
ASHIGARU	TSUYAMAO
TSUYAMAO	
KYO JUTSU	
YAMA BUSHI	HACHISUKAI
HACHISUKAI	CHAO CHU
TOKUGAWA	
CHAO CHU	
SETTSU OMI	SETTSU OMI
KATANA	KIKKAWAI
KIKKAWAI	
IYO SANUKI	
MIYAGI	MIYAGI
IZUMO HOKI	IZU SAGAMI
IZU SAGAMI	HORIUCHI
HORIUCHI	

(Left) The roster details you on all of the victories, losses, and forthcoming fights. It is also where you'll see who your next opponent is, and hopefully your foe if you make it into one of the finals.

(Right) One of the three martial arts you can fight in is Kung Fu. Without the aid of a weapon, you must use punches and kicks.



(Right) When you first enter the Dojo, you must sign on at the reception. It is possible to have up to sixteen human players at one time, although you'll be waiting one heck of a long time for each person to have their go.



Kyo Kushin Kai is another art that uses no other weapons apart from your hands and feet. However, it is possible to execute more punch moves than in Kung Fu, as well as the deadly head-butt.

GRAPHICS

The sprites are well drawn and are animated to a high standard. However, the backdrops are the same and very soon the graphics repeat.

75%

practice in order to master the more complex moves. A joystick editor has also been included, allowing you change the different joystick positions for the various moves available to you. There are sixteen to allocate in all, using a combination of joystick moves and tapping the button.

Kendo involves you throwing on the proper armour and wielding a large stick made up of

bamboo. The body armour and helmet protects you from your opponent's blows and vice-versa. The screen is divided into two, with the game area at the bottom and status panel at the top. The statistics inform you of the current energy of both yourself and the person you are fighting. It also informs you of your opponent's aggression and feelings at the time. It takes fifteen hits to reduce your foe's stamina to zero, and each time you successfully hit, one of his energy bars will be filled in. This also goes for you, so you must try and conserve your energy as best you can.

Kung Fu and Kyo Kushin Kai involve no weapons at all, only your hands. You can compete at novice, professional or master levels, and Oriental Games also has the option to include up to sixteen human players. Another option is whether to view the computer versus computer

MICHELLE

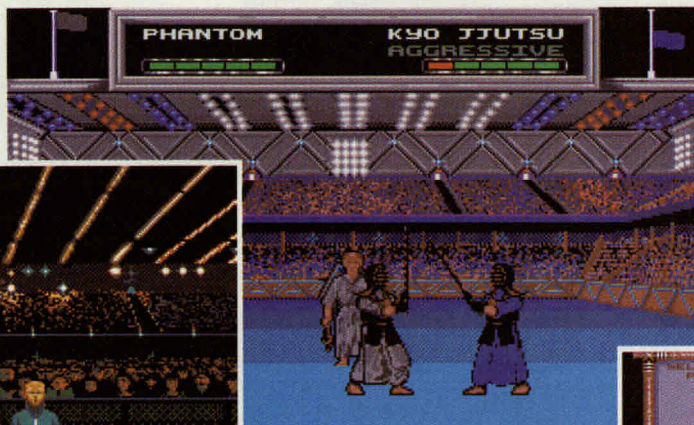
IK+ ranks as one of my favourite pastimes, mainly because of its fast pace and wide range of moves. Oriental Games possesses the latter, but I think that it would have benefitted from being faster. The action seemed a little slow for my liking and while this may be true of the real sport, it doesn't capture your attention as you play it on-screen. Still, it is an accurate conversion of a number of martial arts and, I think overall, may be worth a look.

matches, or alternatively just read the match report.

DOUG

I have been a fan of beat'em-ups for ages, and have survived Kung Fu Master through to Chambers Of Shaolin. Now we have Microstyle's entry and, although it isn't the best, it is, I must say, fairly playable. The movements of the fighters are nicely animated and the sound effective, but I felt that the game's pace could have been made faster for a more frenetic game. Finally, I was also rather disappointed to find that, whilst reading the instructions, the humble Spectrum version boasts more events - I wonder why?

(Right) Kendo is the art of fighting with a bamboo sword in a form of fencing. Meaning 'way of the sword', Kendo is solely based around the sword, using it both as a means of offence and defence.



(Right) The joystick editor allows you select which moves will be executed when the joystick is moved in a certain direction.



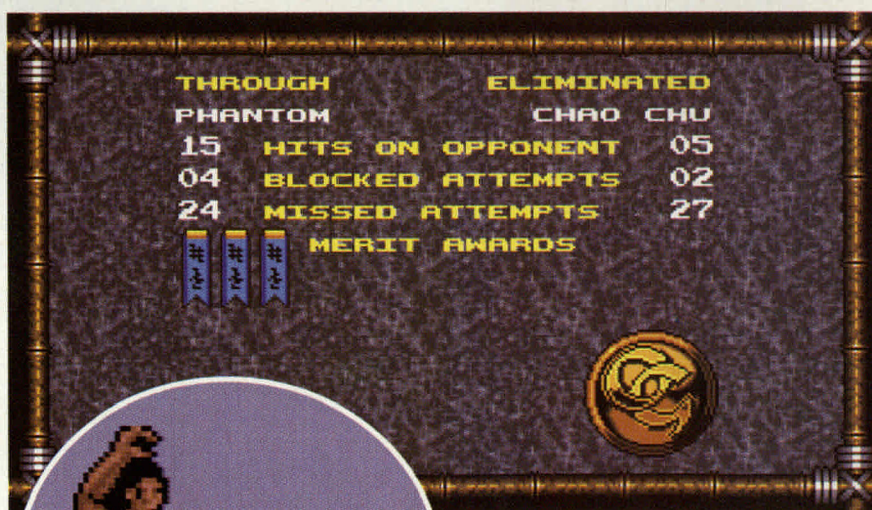
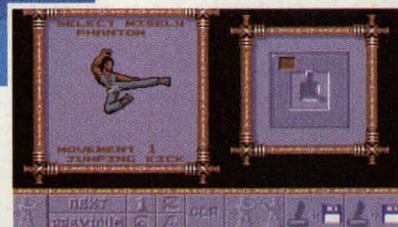
(Above) After winning many battles you finally reach you way to the top. This means that you have overcome various tough foes and in return you are awarded the coveted trophy that is rightfully yours.



(Above) You are also given awards every time you are skillful in combat. These include the standard merits, as well as a gold, silver or bronze medal if your are good enough!

OVERALL RATING

74%



(Above) At the end of each fight in Oriental Games, you will be given each contestant's statistics. This includes the number of successful hits you threw, blocks made and how many misses you made. Also shown are any medals you may have earnt in the previous battle.

■ (Below) As you travel across the dragon's realm, it occurs to you that your magic is not as strong as you thought. Luckily, the magicians anticipated this and provided you with boxes along the way. These can be used as weapons, or to build a better path - they can even to get you out of tricky situations.



■ Along the way you will encounter many doors. These have various things behind them. They may be shops or exits, or even teleports - some can even give information as to how to solve a difficult level - but you will find that most of these doors need keys which can be found somewhere in the vicinity.



**OVERALL
RATING**

67%

■ (Above). You can also find along the way, other magic objects hidden in the landscape which can be used to your advantage. Some help you to uncover others, such as a little man who can reach objects in places you cannot. These aids are not always in obvious places, therefore it is worth exploring your terrain.



■ (Left) As you progress, levels will become harder to complete. Often you will be faced with about four things at once to overcome, but usually there is an easy solution which you can come across by exploring your surroundings.

RAINBOW ARTS £19.99

APPRENTICE

Far, far away, lies a land inhabited by a small group of Magicians. You would probably expect this to be a peaceful place, where everybody lives a trouble-free life and hasn't a care in the world. But unfortunately, it is not so, for lurking across the enchanted realm, is the mighty dragon, Fumo. Ever since the sorcerers came, the evil dragon has felt threatened by their knowledge and wisdom, and has tried to gain their magical

powers for himself. Up until now he has been successful, managing to overcome the most knowledgeable of magicians, but all is about to change.

You are a sorcerer's apprentice, whose lifelong dream is to become a member of the Magicians' Guild. Sadly, being a wee nipper of just four hundred years, the elders have decided that you are too young. However, they have given you a chance to prove yourself, and in order to

MICHELLE

On first loading the game and looking at what I thought was yet another rendition of the greats such as the Great Giana Sisters etc, my first reaction was 'Oh no, not another one'. But after playing it for a short while, I was pleasantly surprised. I found it extremely addictive, but also very challenging. The overall gameplay had all the ingredients to make it stand alongside the others as another classic platform game.

impress them you agree to go in search of the fearless Fumo, and try to take back the knowledge he has stolen. All you know as you set out, is that you must cross the enchanted realm, challenge, and then defeat the dragon.

Fumo has covered the realm with many curses, which means that almost everything living there serves him. Not only will you have to leap across gaping caverns, wide expanses of water, and climb hills and cross vales, you must be prepared to battle with the strange and often lethal creatures that lie in wait. These

GRAPHICS

An effective use of colour adds variation to the good quality graphics, it has clearly animated characters and scenery. But overall, they are not terribly imaginative.

69%

SOUND

The usual blast noises and a sweet 'boing' as your character jumps. The in-game tune changes with each level so it doesn't get monotonous.

60%

STEVE

Apprentice could have been a really good platform romp. Unfortunately, due to some blocky graphics and some basic use of colour, it looks like a second-rate budget game. This is a pity as below this dull exterior lurks a playable little game, and what it lacks in originality it certainly makes up for in length and addictivity. The addition of secret rooms and puzzles adds to its appeal, making it worth a swift look.

creatures come in all shapes and forms, seemingly innocent hedgehogs can sap your energy merely by touching you, so you must have your wits about you at all times. Luckily, being so young you are quick-thinking and agile, so tackle each situation with care and never give up. After all, you can't turn back now.

CHRONICLES OF OMEGA

A MAGICAL QUEST WHERE GOOD...

In the far off land of Omega, the peaceful existence of its people is thrown into panic as the jealous forces of evil abduct the children one by one. Hate and unhappiness spreads throughout the land until a fateful mistake is made one of the magical twins - Alvin and Irma - is taken captive.

...CLASHES WITH EVIL...?

As the remaining seventh twin of a seventh child, your desperate quest brings you in conflict with the footsoldiers and Champion Warriors of the Evil Demon. Aided by the kindness of the Good Witch and your own mystical powers, battle your way to the Demon Castle for the final encounter and ultimate freedom for your twin and friends.

Screenshots from ATARI ST

ATARI ST & AMIGA £19.99

ARC
REACH OUT FOR THE POWER

REACH OUT FOR THE POWER OF ARC
ATARI ST · CBM AMIGA

ARC, P.O. Box 555, Slough SL2 5BZ.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

BLACK MOON

COMPUTERS



AMIGA 500
399.95
SCREEN GEMS

WHAT YOU GET
AMIGA 500, MOUSE,
MODULATOR, MANUALS,
BACK TO THE FUTURE 11,
DAYS OF THUNDER, SHADOW OF
THE BEAST, DELUXE PAINT 11,
DISK BOX, MOUSE MAT,
DUST COVER AND
10 BLANK DISKS

CDTV
699.95
SUBJECT TO AVAILABILITY

BLACK MOON COMPUTER CLUB

The prestigious members
only club for computer
software, blank media
and peripherals. What
you get:

Free membership card
exclusive to you.

Free updates on all new
releases.

Free advice and helpline.

No obligation to buy.
(Unlike other clubs)

Big Big discounts. Look at
these examples.

Robocop 11 **16.99**

Kick off 11 **12.99**

F19 stealth
fighter **19.99**

Days of thunder **19.99**

Midnight
resistance **16.99**

Night breed **16.99**

Annual
membership £5.00

MEMBERS ONLY

AMIGA 500
399.95
FLIGHT OF FANTASY

WHAT YOU GET
AMIGA 500, MOUSE,
MODULATOR, MANUALS,
f29 RETALIATOR, RAINBOW
ISLANDS, e.f.t.p.o.t.r.m. DELUXE
PAINT 11, DISK BOX, MOUSE
MAT, DUST COVER AND
10 BLANK DISKS

CM 8833 COLOUR, STEREO
MONITOR **249.95**
1 MEGABYTE d.s.
EXTERNAL DRIVE **69.95**
512k MEMORY EXPANSION
+ CLOCK **49.95**
COMMODORE GS GAMES
CONSOLE **99.95**
SEGA MEGADRIVE **199.95**

All our
hardware comes with
1 years **GUARANTEE**
and **FREE**
delivery

AMIGA 500
579.95
CLASS OF 90

WHAT YOU GET
AMIGA 500, MOUSE, MODULATOR,
MANUALS, MIDI INTERFACE, DELUXE
PAINT 11, PUBLISHERS CHOICE, MAXI-
PLAN 500, SUPERBASE PERSONL,
DOCTOR T RECORDING STUDIO, AMIGA
LOGO, BBC EMULATOR, DISK BOX,
MOUSE MAT, DUST COVER
AND 10 BLANK DISKS

3.5 40 holder with 10 3.5 d.s.d.d	11.99
3.5 40 holder with 20 3.5 d.s.d.d	15.99
3.5 40 holder with 40 3.5 d.s.d.d	27.99
3.5 80 holder with 10 3.5 d.s.d.d	13.99
3.5 80 holder with 40 3.5 d.s.d.d	29.99
3.5 80 holder with 80 3.5 d.s.d.d	49.99
Cheetha 125	7.99
Cheetha starprobe	14.99
Pro 5000 extra	14.99
Konix navigator	14.99
Replacement mouse	29.95

AMIGA A590
399.95
HARD DRIVE

WHAT YOU GET
20 MEGABYTE HARD DRIVE WITH 2 MEGABYTE
UNPOPULATED BOARD, DISK BOX, MOUSE MAT
AND DUST COVER FOR AMIGA 500.

36A Osborne Street, Colchester, Essex. CO2 7DB
PHONE (0206) 560638

CHEQUES AND POSTAL ORDERS PAYABLE TO BLACK MOON. POST AND PACKING FREE IN UK. Overseas charged at cost.
Subject to availability and price change without notice. Some titles may not be released at time of going to press. Shop prices
may vary, but personal callers can claim advertised discounts on production of cut-off slip. All prices include VAT.



TITLE	COMP	PRICE
ONE NOV	TOTAL £	

Name _____

Address _____

Tel No. _____

Have you ordered from us before (yes/no) _____

It's big! It's loud! It's the Commodore Christmas Show

London Novotel • 16th-18th November 1990



Ticket Hotline
051-357 1275

Look out London, the seventh Commodore Christmas Show is in town from the 16th-18th November! Stacks of new products and over 100 exhibitors adds up to the most exciting Commodore Christmas Show ever.

All the major software houses will be there to preview their new releases for Christmas - great new Commodore games, leisure and music software for you to take away on the day!

And that's not all! The Christmas Show is your chance to experience stunning new technologies seen here for the first time.

So save yourself £1 a ticket and call the Ticket Hotline or mail the coupon from this ad before Thursday 1st November!

The Commodore Christmas Show

Friday	16th Nov 10am-5.30pm
Saturday	17th Nov 10am-5.30pm
Sunday	18th Nov 10am-4.30pm

- Only Commodore specific show before Christmas
- Over 100 exhibitors - '000s of new products!
- Commodore Theatre and Games Arcade - masses of exciting new product launches!

Admission Prices

Adults	£4 in advance, £5 on the door
Children	£2 in advance, £3 on the door



CHRISTMAS SHOW

Yes! I've just got to get along to the the Commodore Christmas Show. Please rush me -
_____ Adult @ £5 £4 _____ Under-16 @ £3 £2

*I am sending a cheque for £ _____

*Please charge £ _____ to my *Access/*Visa

Card number _____

Expiring _____

Name _____

Address _____

_____ Postcode _____

Telephone _____

Please send your application form and cheque or credit card details to - Commodore Christmas Show, Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB.

*Please delete as appropriate

Commodore

Commodore Christmas Show, Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB. 051-357 1275

STORM £24.99

SAINT DRAGON

Having already made a name for themselves converting Silkworm and Ninja Warriors for Virgin, development house The Sales Curve have decided to go it alone under the name Storm. The departure was announced last year, and the decision was followed up by the snapping up of three Jaleco coin-ops, Big Run,

Rod Land, and this, their first title, Saint Dragon. In addition, the team will also be producing an unofficial sequel to Silkworm, called SWIV which is a vertically-scrolling variant of the original game. Saint Dragon, however, is their first release, and the conversion undertaken was a daunting one. The coin-op boasts

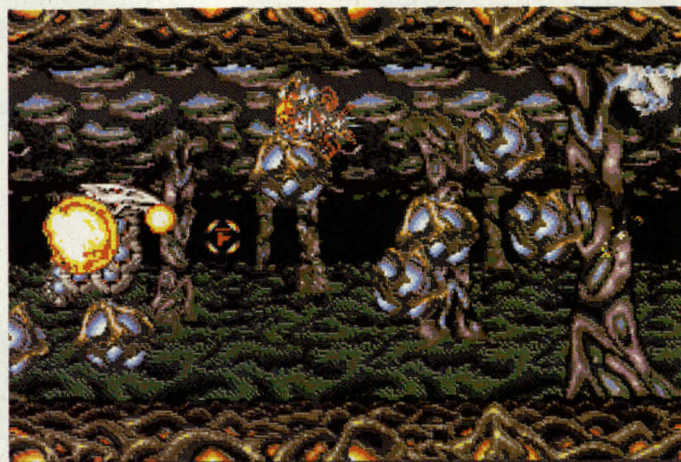
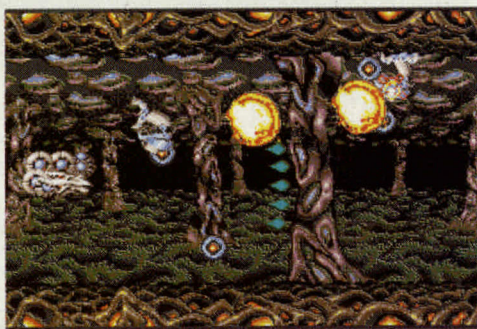
massive sprites and some really attractive backdrops, but most - if not all - of the coin-op's features seem to have been faithfully recreated. The game is a massive horizontal scroller set over five alien-infested levels, and the scenario tells of an invasion force of technically-advanced robots who are waging war on the

five planets within your solar system. Also, the Golden Dragon - the figurehead for peace in the galaxy - has been captured by the cyborgs and is weakening rapidly due to its change of environment. To save this beautiful beast and the galaxy, as the only hope against the cyborg race you have been equipped with the latest in

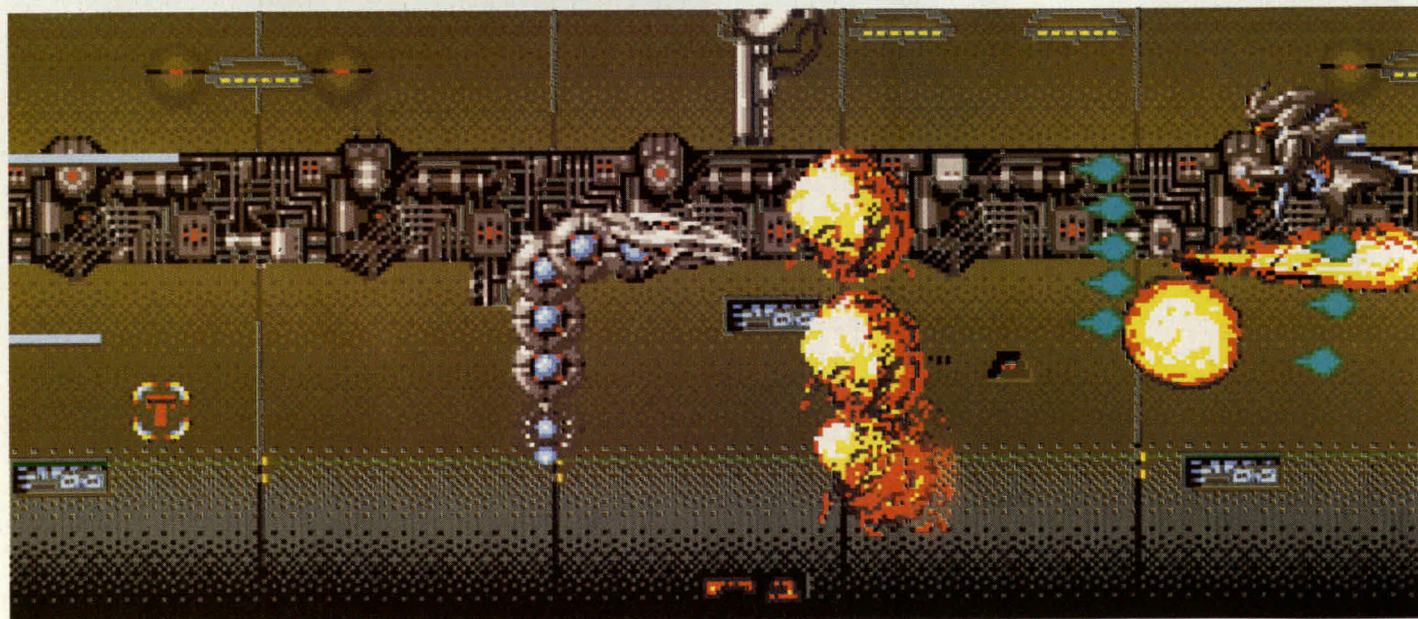
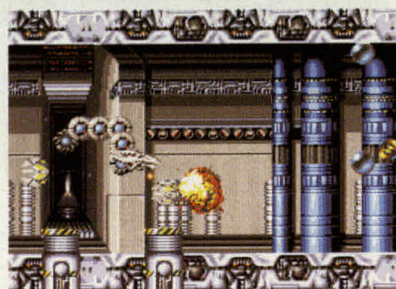
(Below) The game opens with the snake-like Dragon Ship launching from its pad. As with most Japanese coin-ops, the scenario has a decidedly 'odd' feel to it, as it doesn't explain what the kidnapped dragon actually does, only that it is important to get it back.



(Right) The enemy bullets will cost you one of your lives if they come into contact with your ship's head. However, in a novel twist, the snake-like tail that trails behind your ship can be used as a protective cloak - absorbing any of the bullets that hit it.



(Above, right & below) The battle to rescue the dragon takes place over five stages, each of which is overrun by the cyborg race. To begin with, the action starts over the planet's surface, before moving on to a fraught fight in the planet's dense forest. If you survive that, you then must run the gauntlet of the alien base, before leaving for deep space where, in the fifth level, you must destroy the alien base where the cyborgs' production line is.



GRAPHICS

The sprites are big and bold, and the backdrops colourful. But, the overall effect is ruined somewhat by the slightly jerky scrolling which tends to slow the action down.

73%

stellar fighters, the Dragon Ship, and using its onboard armaments you must battle to eradicate the alien menace from each level.

Your futuristic ship differs from others in the genre, thanks to the addition of a tail-like device which

SOUND

There are different tunes for when you face the end-of-level guardians with loud blasting effects, giving the conversion an authentic coin-op 'feel'.

74%

trails behind or in front of the ship but the tail isn't just there for aesthetic purposes, by circling it around your craft, you can protect its vulnerable head from the alien bullets which threaten to cost you one of your five lives. As you enter

I was - and still am - a great fan of The Sales Curve's conversion of *Silkworm*, so bearing in mind their impressive conversion record, I had great hopes for *Saint Dragon*. These hopes were realised in several respects, but I still came away a little disappointed. Graphically, the game is fine, with most of the stuff from the coin-op somehow crammed in, but the actual scrolling was a little jerky and this detracted from the gameplay slightly. In addition, things did tend to slow down a little - but this was because there were so many large sprites on the screen at once, so is acceptable. All in all, a fine blast, but not as polished a conversion as I have come to expect from The Sales Curve.

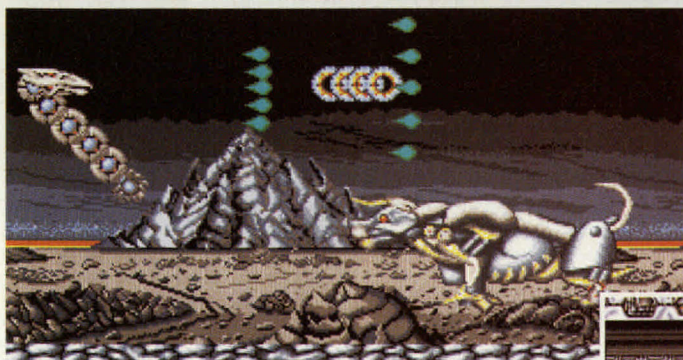
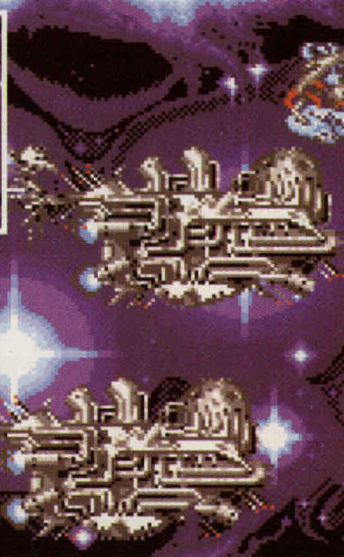
each the level, the cyborg warriors appear in all shapes and sizes from every direction, bringing with them their deadly firepower and end-of-level

guardians - which range from huge bull-shaped droids who ,massive flying saucer which is only vulnerable when it opens its shell to fire at you. Not everything is against you, though, as shooting certain enemy ships releases useful enhancement icons which, once collected, add special features to your Dragon Ship's armaments. Amongst the many weapons available are the usual lasers and five-way-firing bullets, but *Saint Dragon* also features its fair share of new weapons, including bouncing balls that kill anything in their path and a suitably fiery weapon which adds to the ship's dragon mythos.

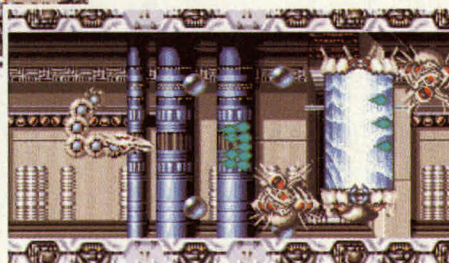
OVERALL RATING

70%

Killing certain aliens prompts them to relinquish a weaponry pod. These pods are often encased in a deadly shell which must be blown off before the goodies inside can be collected. These weapons range from bouncing balls to five-way-lasers, and must be upgraded several times before they reach their most powerful capacity.



(Left & below) Now what would a shoot'em-up be without end-of-level guardians? And *Saint Dragon* has five of the most unusual you are ever likely to see. The first is a metallic bull which snorts lasers at you, whilst on later levels you must destroy what appears to be a cross between an upturned bathtub and Jabba the Hut's sail-barge from *Return Of The Jedi*.



(Left) As with *Ninja Warriors*, *Saint Dragon* uses the 'load as you go' system, which allows almost continual play, because the later screens are loaded in as you are playing. This system has been refined a great deal so that you don't get the annoying pauses as you did in *Warriors*, and it will be returning in the forthcoming *SWIV*.

DOUG

Although the graphics and sound are there the gameplay is not that great. The scrolling is dreadful and each time you hit something it affects the scrolling of the scenery, and in some of the later levels the whole game slows down dramatically. As shoot'em-ups go *Saint Dragon* isn't that bad, but as soon as it starts to slow down most of the gameplay just jumps out the window.

MICHELLE

I have been really impressed by The Sales Curve's past conversion, so as a first release I was a little disappointed. Graphically the game is fine, and the gameplay has all the hallmarks of a great shoot'em-up, but it seemed to play a little on the slow side. Despite this, there is a lot to recommend about *Saint Dragon*, it's just a pity it isn't all it could have been.

Cat and mouse



Sometimes the
SO WHEN ITS LIFE OR DEATH
Situation Allows
CONFLICT ON YOUR COMPUTER GAME

No Second
YOU CAN RELY ON CONTRIVER!
Chances . . .
BREEDER OF SMART MICE!

By

 **CONTRIVER**
e u r o p e l t d

HELTER SKELTER

AUDIOGENIC SOFTWARE · Unit 27 · Christchurch Industrial Centre
Forward Drive · Wealdstone · Harrow · Middlesex
Telephone 081 861 1166 · Fax 081 861 1773

Audiogenic



SIMULCRA

After the update of the brilliant Paradroid, Graftgold have produced yet another shoot 'em-up, but this time using vector graphics and for software giants, Microprose. You take the controls of an SRV, which, in English, means a surface reconnaissance vehicle. However, this space-aged craft has the ability to sprout

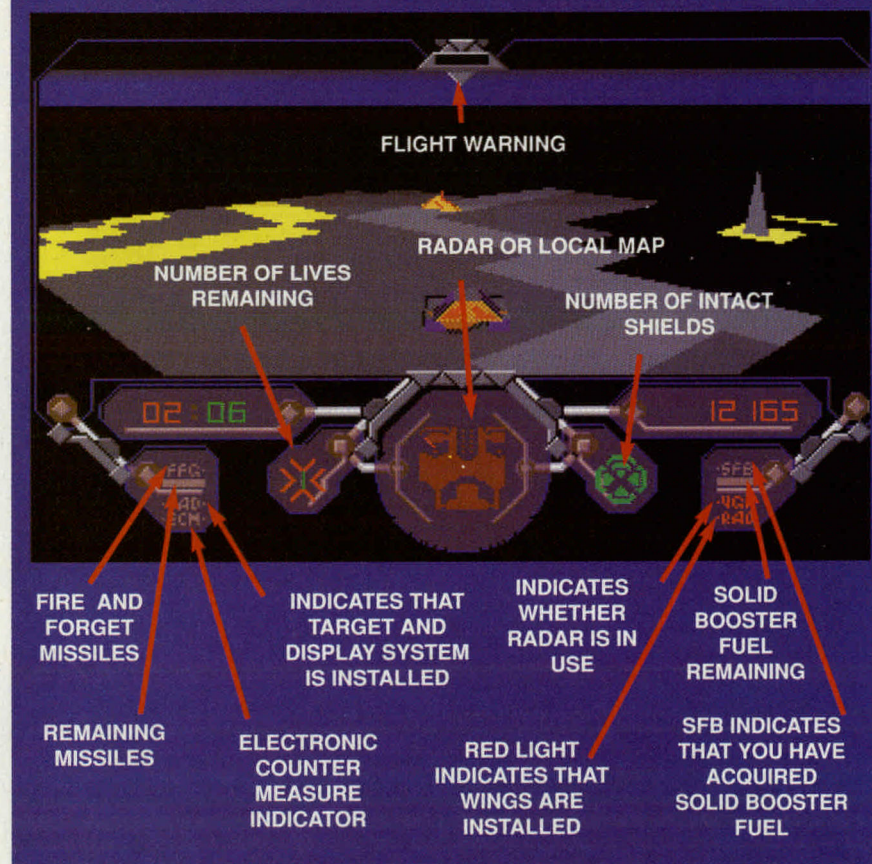
wings and is therefore capable of limited flight. When on the ground, you can either have the SRV in tank mode, with wings retracted, or alternatively you could have the wings fully extended. This means you could take off at any time you wished, but they are vulnerable to attack should the situation arise.

The future in our eyes has

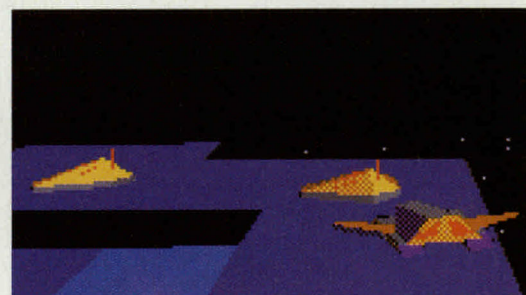
become true and at last war is not fought over the great continents that make up the planet Earth. Instead, everything takes place inside a massive simulator which, depending on the performance of the player, will decide the outcome of a otherwise vicious conflict. In place of the thousands of innocent young men and

women who enter battle and are then slaughtered, the skills of a few select pilots are called upon. These simulator soldiers then enter the matrix, as it is called, and start the long, hard battle. The main aim of Simulcra is to seek and destroy the generators that are scattered across each matrix. These generators provide

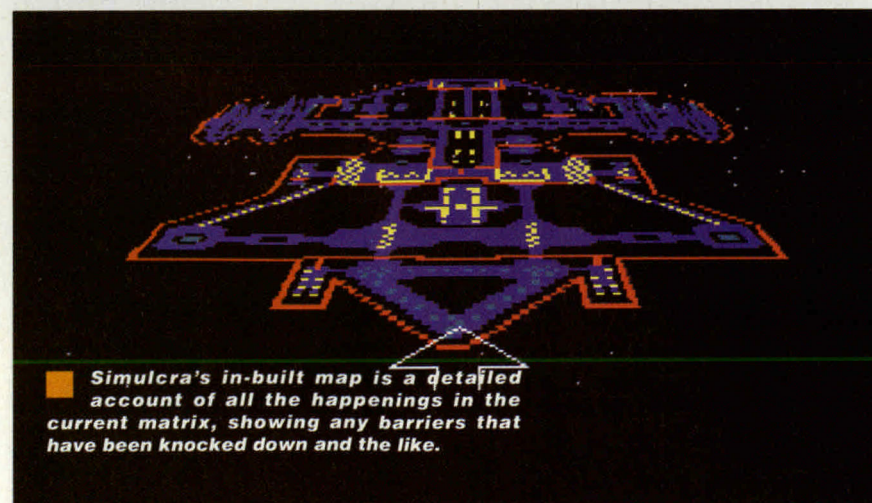
CONTROL PANEL



(Above & below) The craft you are issued with, the SRV, is both adept at flying and trundling across the imaginary landscape, blasting anything that happens to fall in the way. With the wings fully stretched, you can either take a run up and glide in the skies, or if a solid rocket booster is fitted, pressing F5 will punch the booster and send you far into the distance!



(Below) After searching the matrix far and wide, your target, a generator, lies out in front of you. As you approach, it'll launch a couple of devastating missiles, but these can be skilfully avoided and a few shots will soon show this thing a lesson or two.



Simulcra's in-built map is a detailed account of all the happenings in the current matrix, showing any barriers that have been knocked down and the like.



GRAPHICS

The vector graphics used in *Simulcra* are perfect and match the style of gameplay. They move smoothly and quickly against the computer-generated backdrop.

78%

SOUND

Not as strong as the graphics, but good all the same. The main tune is good, and a few spot-sound effects help add the game's great atmosphere.

71%

STEVE

The best thing out of *Simulcra* is its ease of play. Although the smooth 3D graphics make it look like it requires a massive manual, in fact it is one of the most playable shoot'em-ups I have encountered in quite a while. Whereas past 3D shoot'em-ups, such as *Voyager*, have attempted to break out of the *Elite* and *Starglider II* mould of in-depth play and failed, *Simulcra* succeeds admirably, creating a fast and varied game in the process. All in all, a smart game and its appeal will last for several months.

a shield that outlines certain areas of the matrix that otherwise cannot be entered. These barriers are represent by red lines stretching their way across the imaginary landscape, and only when they are lowered can you progress.

The matrix is computer-generated, but something terrible has happened. A virus has penetrated the main memory banks of *Simulcra*, the battle simulator, and is turning the power-surge held within onto the

defenceless world. The only hope left is to enter the matrix and destroy the power-generators before the end of time is a myth no more.

There are thirty of these matrices in total, and each group of five is designed to relate to a

certain type of combat scenario. For instance, the first group is supposed to represent battle throughout the spaceports, where as the next batch could be anything from Inter-starcrafter combat to maze conflict.

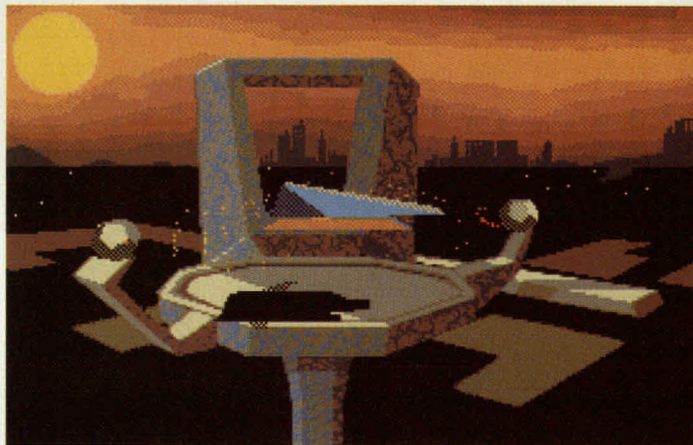
To begin with, your SRV is only armed with a twin front-mounted cannon which can be used to take out enemy craft and installations. However, collecting the power-up pods left behind by exploding aliens could mean the addition of any of the six bolt-ons available. Most of these equip your craft with extra items such as fire-and-forget missiles or an electronic counter-measure, used for jamming incoming shells. You can also find bonuses that replenish lost shield power and the like.

OVERALL RATING

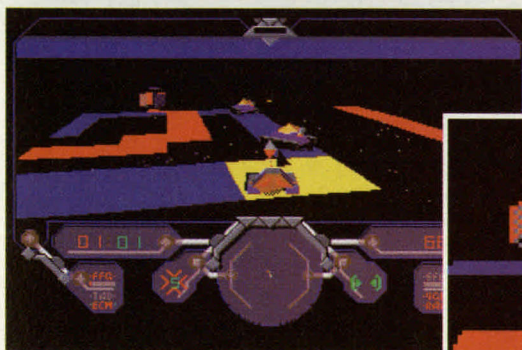
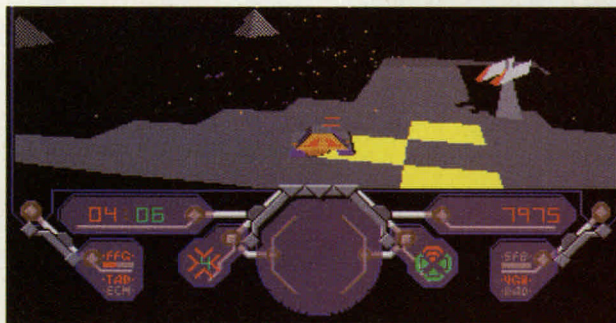
78%

(Below) The vectored floor is littered with laser-spitting enemy outposts, and when you attempt to either close in on them or bypass their guns, a burst of plasma will erupt next to your craft or if you're unlucky, destroy one of your shields.

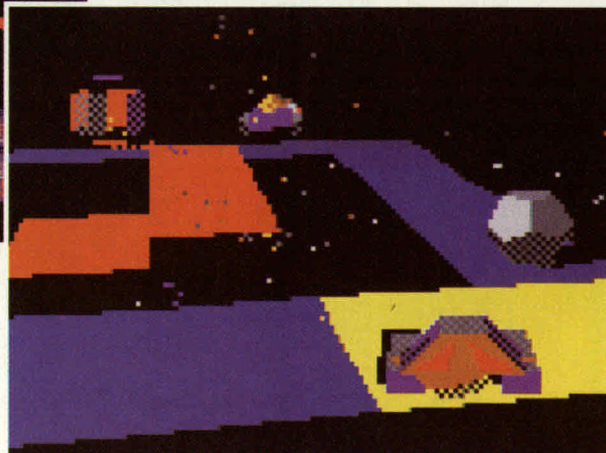
Once you have managed to perpetrate the matrix and have successfully destroyed each and every power supply on that level, the floor will crumble away and you'll find yourself being mysteriously transported to the next stage.



(Below) The matrix was created in order to stop the wars that have been occurring of late. The killing of the innocent would cease, and instead the best pilots would come forward in a simulated battle to the finish.



(Above & right) Although the enemy are a hardy bunch, it is possible to dispose of the fiends with a couple of well placed shots. If you do manage to hit them in the correct place, they'll explode and hopefully leave behind a power-pod which enables you to improve your craft's performance in some way.



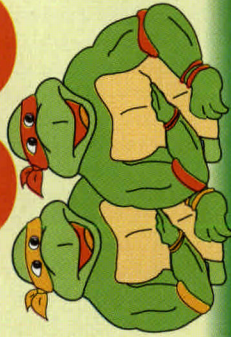
DOUG

The 3D system that Steve Turner has used in *Simulcra* is one of the fastest I have ever seen. The speed at which things rotate and scroll is really impressive, and backing it up is some hot gameplay. Trundling and flying round blasting everything may sound like a ticket to boredom, but somehow it all gells together to create an utterly engrossing game which I wholeheartedly recommend.

ALEX

Simulcra is one of the best shoot'em-ups I have played in a long time, as it has oodles of gameplay and graphics and sound to match. Although you may think that shoot'em-ups are becoming less and less varied, *Simulcra* is certainly a change for the better, offering fast blasting action and addictive fun for many an hour. In my opinion, one of the best original shoot'em-ups to appear for a long time.

GORDON HARWOOD



Bring you "Heroes in a Half Shell"™

Amiga POWERPLAY

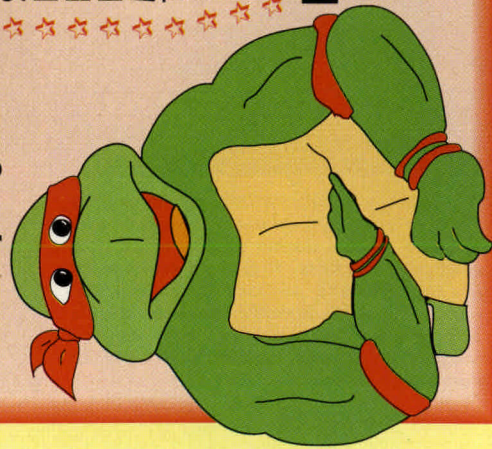
Raphael's PACK 1

THAT'S RIGHT HARWOODS HAVE PUT TOGETHER THE ULTIMATE PACKS YET AGAIN
STARTING WITH RAPHAEL'S AMIGA PACK 1 WITH 15 GREAT GAMES!

Just look at
what you get...

- ★ AMIGA A500 COMPUTER (See standard features list at bottom of this page)
- ★ TEENAGE MUTANT HERO TURTLES ★ PLUS 10 MORE GREAT GAMES...
- ★ SHADOW OF THE BEAST II ★ Datastorm ★ Drivin Force
- ★ DAYS OF THUNDER ★ Dungeon Quest ★ Pipemania
- ★ BACK TO THE FUTURE II ★ E-Motion ★ Rock 'N' Roll
- ★ NIGHT BREED ★ Grand Monster Slam ★ Skweek
- ★ MICROSWITCHED JOYSTICK ★ RVF Honda ★ Tower of Babel
- ★ TAILORED DUST COVER ★ AND...DELUXE PAINT II
- ★ 10 BLANK 3.5" DISKS
- ★ DISK STORAGE CASE
- ★ MOUSE MAT

**RAPHAEL'S PACK
PRICED AT AN
INCREDIBLE...**



Amiga MONITORS

PHILIPS CM 8833 STEREO COLOUR MONITOR **COMMODORE 1084S STEREO COLOUR MONITOR**

Stereo High Resolution Colour Monitor

- SCART Euro-connector fitted as standard
- RGB/Al, TTL, Comp. Video & stereo audio inputs
- Can also be used as a TV with tuner or VCR
- Features fold down tilt-stand
- Twin Speakers
- FREE lead for computer of your choice
- FREE 12 Month on site service warranty.

- Stereo High Res. Colour Monitor**
- RGB/Al, TTL, Comp. Video/Audio inputs
- Can be used as a TV with a tuner or VCR
- Twin Speakers for stereo output
- Supplied with cables for A500, CGA PC, C16-64,128

£249*

£259*

All Monitors are supplied with a Free Tailored Dust Cover!

Amiga STORAGE

COMMODORE A590 20Mb HARD DISK DRIVE FOR AMIGA A500...WITH FREE 1Mb MEMORY UPGRADE

Commodore's own hard drive for the A500

- Autiboot with Kickstart 1.3
- Sockets for up to 2Mb RAM expansion
- DMA access
- External SCSI port
- SUPPLIED WITH A FREE 1Mb MEMORY EXPANSION

1Mb

£399*

Super Low Price...

COMMODORE A590 2Mb HARD DISK DRIVE FOR AMIGA A500, UPGRADED TO 2Mb, FITTED AND READY TO USE

£449*

EXTERNAL FLOPPY DISK DRIVES with the following standard features...

- Disable switch
- Throughtport
- Access light
- Whisper quiet

CUMANA CAX 354 3.5" SECOND DRIVE

- HARWOODS SUPERSLIM 3.5" SECOND DRIVE
- With EXTRA Long Cable

£74.95

£59.95

Amiga

POWERPLAY

Leonardo's PACK 2

PACK 2 COMES TO YOU FROM LEONARDO AND INCLUDES THE FOLLOWING...

RAPHAEL'S BRILLIANT AMIGA PACK 1

The fantastic Amiga and ALL THE EXTRA'S detailed in Raphael's Powerplay Pack 1 above, AND then you also get...



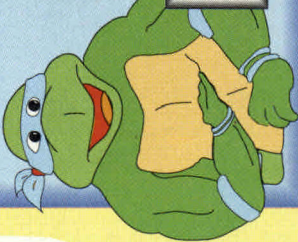
THE BRILLIANT PHILIPS CM8833 STEREO COLOUR MONITOR

Twin Stereo Speakers, Green Screen Switch, Lead to Amiga, Free Tailored Dust Cover and 12 Months on-site warranty (See monitor panel for details)



A SPECIAL PACK FROM LEONARDO TO LET YOU SEE THOSE GAMES WITH SUPERB CLARITY AND IN FANTASTIC STEREO FOR ONLY...

£629*



NOW WITH BRAND NEW FASTER STAR LC200 COLOUR PRINTER

Amiga

POWERPLAY

Donatello's PACK 3

PACK 3 COMES TO YOU FROM DONATELLO AND INCLUDES THE FOLLOWING...

RAPHAEL'S BRILLIANT AMIGA PACK 1

The fantastic Amiga and ALL THE EXTRA'S detailed in Raphael's Powerplay Pack 1 above, and then you also get...



THE BRILLIANT PHILIPS CM 8833 STEREO COLOUR MONITOR

With FREE Dust Cover and cable to your Amiga and including a 12 Months on-site warranty (See monitor panel for details)



THE BRAND NEW STAR LC200 COLOUR PRINTER...

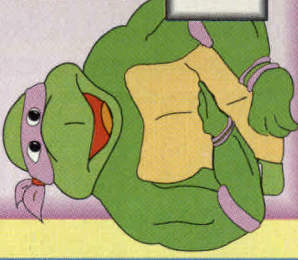
150/40 cps, Full Colour 9 Pin NLQ Dot Matrix Printer with FREE Dust Cover and cable to your Amiga (See printers on page 3 for further details)



(Or choose an alternative from our range & adjust by the difference in price)

A SPECIAL MONITOR AND PRINTER PACKAGE FROM DONATELLO TO SET YOU UP COMPLETELY AND ALL AT A PRICE THAT'S GOT REAL TURTLE POWER...

£829*



ALL OUR AMIGA'S INCORPORATE... The following Standard Features

- ☐ 512K RAM
- ☐ 1Mb Disk Drive
- ☐ TV Modulator
- ☐ 4096 Colours
- ☐ Multi-Tasking
- ☐ Speech Synthesis
- ☐ Mouse
- ☐ 3 Operation Manuals
- ☐ Workbench 1.3 Disks
- ☐ Tutorial Disk
- ☐ Kickstart 1.3 Built-in
- ☐ All Connecting Cables

...AND ALL PRICES INCLUDE VAT AND STANDARD POSTAL DELIVERY SERVICE

IMPORTANT NOTICE 'TEENAGE MUTANT HERO TURTLES' ***IMPORTANT NOTICE***

Mirrorsoft's official UK Software Licence, 'Teenage Mutant Hero Turtles' is scheduled for release during Nov. '90. Orders despatched before this release will have the software forwarded the moment it is available.

'Teenage Mutant Hero Turtles' software title - UK Copyright of Mirrorsoft.

Amiga

POWERPLAY

Michaelangelo's PACK 4

PACK 4 COMES FROM MICHAELANGELO AND INCLUDES THE FOLLOWING...

A MORE SERIOUS PACKAGE ASSEMBLED BY MICHAELANGELO AND INCLUDING ALL THE FOLLOWING...

★ AMIGA A500 COMPUTER

★ TEENAGE MUTANT HERO TURTLES PUBLISHERS CHOICE (DTP inc. Kindwords)

★ MIDI-MASTER INTERFACE

★ DR. T's MIDI RECORDING STUDIO

★ BBC BASIC EMULATOR

★ MAXIPLAN 500 SPREADSHEET

★ SUPERBASE PERSONAL DATABASE

★ AMIGA LOGO ★ F18 INTERCEPTOR

★ FULLY MICROSWITCHED JOYSTICK

★ TEN BLANK 3.5" DISKS & DISK WALLET

★ PLUS...TEN GREAT GAMES

Dataslam, Dungeon Quest, E-Motion, Grand Monster

Slam, RVF Honda, Drivin Force, Pipemania, Rock 'N' Roll, Skweek, Towers of Babel,

BUILD YOUR OWN PACK... PACK 5-As above with CM8833

OWN PACK... PACK 6-As Pack 5 + LC200 Col. Printer

(Or choose an alternative from our range & adjust by the difference in price)

£549*

MICHAELANGELO'S SPECIAL PACK AT A SPECIAL PRICE OF JUST...



Amiga

POWERPLAY

Harwood's PACK 7

PACK 7 COMES TO YOU FROM HARWOODS AND INCLUDES THE FOLLOWING...

A PROFESSIONAL PACKAGE PUT TOGETHER FOR THE BUSINESS MINDED AMIGA USER (See Standard Features List)



★ PHILIPS CM 8833 STEREO COLOUR MONITOR



★ NEW STAR LC200 9 PIN NLQ FULL COLOUR PRINTER (Or choose an alternative from our range, and adjust by the difference in price)



★ A WHOLE HOST OF BUSINESS SOFTWARE AND QUALITY ACCESSORIES...

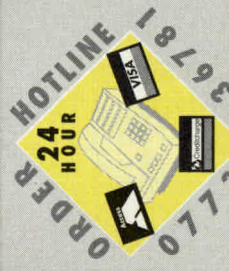
- ★ PROTEXT V 4.2 (W/Proc.)
- ★ NIGHT BREED
- ★ SUPERBASE II (D/Base)
- ★ MICROSWITCHED JOYSTICK
- ★ MAXIPLAN 500 (S/Sheet)
- ★ 10 BLANK 3.5" DISKS
- ★ TUTORIAL DISK
- ★ DISK LIBRARY CASE
- ★ DELUXE PAINT II
- ★ MOUSE MAT
- ★ DAYS OF THUNDER
- ★ BACK TO THE FUTURE II
- ★ 3 DUST COVERS

WE MEAN BUSINESS AT ONLY...

£859*

GORDON HARWOOD HARWOOD HARWOOD Computers

GORDON HARWOOD COMPUTERS
DEPARTMENT AMA/C2, NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL:0773 836781 FAX:0773 831040



*** FINANCE FACILITIES**
Finance with or without a deposit, can be tailored to suit your needs. Gordon Harwood Computers offer facilities to purchase using our budget account scheme, APR 36.8% (Variable). Available to most adults of eighteen years or over, subject to status. Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents and overseas British armed forces personnel. Written quotations available on request.

PRINTERS

Free: Fully tailored with all Dot Matrix Printers

All printers in our range include the following features...

Standard Centronics parallel port unless otherwise stated for direct connection to Amiga, PC's, ST etc. and come with a... **FREE CONNECTOR LEAD AND TAILORED DUST COVER!**
All the characters Per Second speeds quoted below are Draft/10 at 10gpi

NEW STAR LC 200 RANGE OF PRINTERS AVAILABLE NOW!
All the new printers in the LC200 range have the following features...

- ☐ 80 Column Dot Matrix
- ☐ Push and Pull Tractor Feeds
- ☐ Rear and Bottom Feeds
- ☐ Programmable from Frontpanel
- ☐ no dip switches
- ☐ 12 Month Warranty

STAR LC200 GREAT NEW COLOUR PRINTER - 185/40 cps £209.95
This is the one in our packs!

- ☐ 240 dpi - 9 Pin COLOUR
- ☐ Max. paper width 11.7"
- ☐ Supplied with colour & mono ribbons
- ☐ Messing 16K Buffer
- ☐ Faster than the old LC10 Colour but still at the same competitive price
- ☐ 8 Resident Fonts
- ☐ Front Panel Pitch Selection

STAR LC24-200 NEW 24 PIN MONO PRINTER - 220/55 cps £259.95
New Star 24 pin that means business!

- ☐ 360 dpi - 24 Pin MONO
- ☐ Max. paper width 11.7"
- ☐ Supplied with mono ribbon
- ☐ 7K Buffer expandable to 39K
- ☐ Faster than the old LC24-10
- ☐ 10 Resident Fonts
- ☐ Front Panel Pitch Selection

STAR LC24-200 NEW COLOUR PRINTER - 220/55 cps £299.95
Colour version of the new LC24-200 Mono

- ☐ 360 dpi - 24 Pin COLOUR
- ☐ Max. paper width 11.7"
- ☐ Supplied with colour & mono ribbons
- ☐ 30K Buffer expandable to 62K
- ☐ Better quality than LC200 colour
- ☐ 10 Resident Fonts
- ☐ Front Panel Pitch Selection

STAR LC10 - Up to 120/25 cps £159.95
Our most popular Mono Dot-Matrix printer and at a super low price

- ☐ Multiple font options easily accessible
- ☐ Simultaneous, continuous and single sheet stationery
- ☐ Excellent paper handling facilities
- ☐ 240 x 240 dpi Graphics

STAR LC 24-10 - Up to 180/60 cps £239.95
24 Pin version of the Star LC Series with

- ☐ Exceptional letter print quality
- ☐ 360 x 360 dpi Graphics
- ☐ Additional font cartridges available
- ☐ 8 resident fonts

STAR XB PRINTER RANGE Up to 240/80 cps - £479.95
Two very fast 10 Pin Colour Printers

- ☐ 15" Wide Carriage versions 41 exp. to 201K buffer
- ☐ Exceptional print quality
- ☐ 4 x 48Pin super letter quality fonts
- ☐ 24 x 24Pin near letter quality fonts
- ☐ Huge 27K buffer expandable to 187K
- ☐ 360 x 360 dpi Colour Graphics
- ☐ 12mths on-site warranty (UK Mainland)

STARSCRIPT - 8gpm POSTSCRIPT LASER £1995.00
Up to the minute technology Laser Printer

- ☐ 300 DPI, 2Mb. Upgradable to 5Mb.
- ☐ Emulations inc: HP Series II, Epson EX800, IBM Proprietary & Diablo 630
- ☐ Every desktop publishers dream

HEWLETT PACKARD PANTJET A4 £899.00
Best quality full colour printer at a realistic price

- ☐ Parallel, Centronics or Serial RS232C I/F (please specify with order)
- ☐ For presentation graphics, CAD and technical/scientific applications
- ☐ Full page colour at graphics on paper in 4 minutes (typical)
- ☐ Non impact printing
- ☐ Will print transparencies
- ☐ virtually silent, 43dba
- ☐ 12 Months on-site warranty (UK Mainland)

AMIGA GRAPHICS AND SOUND

NEW DISNEY ANIMATION STUDIO SOFTWARE

Full featured state of the art animation program. Gives you the ability to create full length Disney style animated sequences (1 Mb recommended).

MASTERSOUND

High quality 'Mono' Sampler. Mono samples are better than stereo when sampling instruments for your own music with soundtracker etc.

PERFECT SOUND V.3

Latest version of this superb stereo sampler. Stereo samples give better quality when used as sound effects with animations etc.

AMAS

Combined stereo sampler and midi interface. Samples in Mono or Stereo.

MIDI INTERFACE (5 PORT)

In, Out, Through + 2 Switchable Through/Out inc Cable

MUSIC 'X' Full Version Software

Including Midi Interface as detailed above.

AUDIOMASTER II

High quality sampling software, The Professionals Choice

DIGIVIEW GOLD V.4 (inc Cable & Digipoint I)

Digitises static images in black & white or FULL COLOUR (Using filters provided). All resolutions supported (memory permitting). Creates IFF & HAM files. Uses B&W (or colour with B&W Mode) Video cameras

VIDI with Videochrome B/W Grabber colour digitiser

Grabs black & white frames (in grey scales). 5-6 frames per second. Will store as many frames as you have RAM (16-20 on 1Mb, 60 with 3 Mb) inc FREE Videochrome colour digitising software (worth £19.95) & cables

COLORPIC... The best colour grabber by far!

Instant colour frame grabbing from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source eg domestic TV video rec. or camera in a 50th of a second.

Animation Software

Home/Semi Pro standard, allows computer display to be mixed with any incoming composite video signal.

PODS CAT 12" x 12" Graphics Tablet complete

Supplied with driver software, it replaces your mouse and thus works with ALL applications software. Also available for IBM PC & Compatibles

ORDERING MADE EASY

Before you choose from whom to purchase, please give us a call. We are always more than happy to discuss your requirements, and answer any queries you may have...

ORDER BY PHONE: Phone our Order Hotline with your Mastercard, Access, Visa or Lombard Charge Card quoting number & expiry date.

ORDER BY POST: Make cheques, bankers-building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal or business cheques take 7 days to clear from day of receipt before your order is despatched)

Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from one of our latest advertisements before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, therefore prices you see may have changed (either up or down).

FREE POSTAL DELIVERY: Goods in UK Mainland (5-7 day delivery).
OR COURIER SERVICE: Add £5 per major item for next working day delivery, UK Mainland most regions.

(Goods normally despatched on day of ordering or payment clearance)

EXPORT ORDERS: Most items are available at TAX FREE PRICES to non UK residents when visiting us or for export shipment. Please contact us for ordering information.

REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole guarantee period, warranty service will be completely FREE OF CHARGE and a FAST turnaround is GUARANTEED by our OWN ENGINEERS!

COLLECTION FACILITY: Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only)

FULL TESTING PROCEDURE: All computers are tested prior to despatch, and all items are supplied with mains plug and leads as required - just connect up and use straight away.

REMEMBER WE'RE NOT JUST ANOTHER MAIL ORDER COMPANY...

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press (Pack details may vary from time to time). Offers are subject to availability and to being the latest advertised packs and prices. Our offers are NOT supplied on a trial basis. £8.00

*** FINANCE FACILITIES**

Finance with or without a deposit, can be tailored to suit your needs.

Gordon Harwood Computers offer facilities to purchase using our budget account scheme. APR 36.8% (Variable). Available to most adults of eighteen years or over, subject to status. Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents and overseas British forces personnel.

Written quotations available on request. If you are already the holder of a Lombard Credit Charge Card you can use this to purchase from us (subject to your personal card limit)

VISIT OUR NEW SHOWROOM

Please pay us a visit where our full range of advertised products, AND MORE, is on sale. 'ALL UNDER ONE ROOF' in the pleasant surroundings of our new purpose fitted showroom. There's plenty of parking close by.

ACCESSORIES

3.5" DISK HEAD CLEANER £2.99
Essential maintenance for your disk drive. Keep clean and trouble free.

DISK STORAGE BOXES

- 40 Piece Only £5.95
- 80 Piece Only £7.95
- 100 Piece Only £8.95
- Banx 100 Piece drawer type stackable Only £11.95
- Posso 150 Piece drawer type stackable Only £17.95

- CITIZEN SWIFT 24 PIN COLOUR - Up to 160/50 qps** **£339.95**
- 24 Pin Colour Printer
 - Push and pull tractor, built-in with bottom feed for labels & multi-part stationery
 - 2 Year Citizen warranty
- CITIZEN SWIFT 9PIN COLOUR - Up to 160/40 qps** **£249.95**
- New super high spec 9pin colour printer
- 8K Buffer 4 Fonts
 - Push and pull tractor, built-in
 - Best text quality in our 9pin range
 - 2 Year Citizen warranty
- CITIZEN 120D+ - Up to 120/25 qps** **£149.95**
- Very reliable low cost printer (please specify interface on order)
- Interchangeable interfaces for Centronics RS 232 or Serial type for IBM 64 etc
 - Full 2 Year manufacturers warranty

We are proud to announce that Star have appointed Gordon Harwood Computers as both a Star Corporate Preferred Reseller and Star Gold Dealer in recognition of our commitment to their products and the levels of service and support we provide...

MAKE HARWOODS YOUR FIRST CHOICE FOR STAR PRINTERS

CUT SHEET FEEDERS

No more feeding single sheets or letterheads individually by hand. Fit an automatic cut-sheet feeder with a capacity of up to 50 sheets of standard paper. Available for the entire Star LC range and others, please quote printer make, model and number when ordering.

STAR LC10, LC10 Col., LC10 MkII	£69.95
STAR LC24-10	£69.95
STAR LC15, LC24-15	£164.95
STAR XB24-10	£109.95
STAR XB24-15	£184.95
CITIZEN 120D/180E/LSP10 & CBM MPS 1200/1250	£69.95
CITIZEN SWIFT 9 & 24	£89.95
CBM MPS 1230/1500/1550 & OLIVETTI DM 100/105	£109.95

PRINTER ACCESSORIES

Printer Ribbons	Single	6 Pack
STAR LC10, LC10 Colour & LC10 MkII BLACK	£4.95	£24.95
STAR LC10 COLOUR	£6.90	£34.95
STAR LC24-10, XB24-10 & XB24-15 BLACK	£6.90	£34.95
STAR XB24-10 & XB24-15 COLOUR	£14.95	£74.95
STAR LC15, FR10 & FR15 BLACK	£7.49	£39.95
CITIZEN 120D/180E/LSP10 & CBM MPS 1200/1250 BLACK	£4.95	£26.95
CITIZEN SWIFT 9 BLACK	£4.95	£26.95
CITIZEN SWIFT 24 BLACK	£6.95	£39.95
COMMODORE MPS 1230 & OLIVETTI DM 100 BLACK	£6.95	£39.95
COMMODORE MPS 1500/1550 & OLIVETTI DM 105 COLOUR	£12.95	£69.95

Font Cartridges	Price
STAR LC24-10 FONT LETTER GOTHIC	£54.95
STAR LC24-10 FONT OCR-B	£54.95
STAR LC24-10 FONT BLISS	£54.95
CITIZEN SWIFT 24 FONT OCR-B	£39.95
CITIZEN SWIFT 24 FONT UNIVERS	£39.95
CITIZEN SWIFT 24 FONT ORATOR	£39.95
CITIZEN SWIFT 24 FONT ROMAN	£39.95
CITIZEN SWIFT 24 FONT SERIFA	£39.95
CITIZEN SWIFT 24 FONT LUCIDA	£39.95

Only a brief selection is shown above please phone for anything not listed

- BLANK DISKS with labels**
- 10 Genuine Commodore 3.5" branded
 - 10 Unbranded 3.5" certified
 - 80 Unbranded with library case 3.5" certified
 - 80 Unbranded 3.5" certified
 - 100 Unbranded with lockable storage case 3.5" certified
 - 100 Unbranded 3.5" certified
- Only £9.95**
Only £6.95
Only £7.95
Only £39.95
Only £44.95
Only £44.95

- MICROSWITCHED JOYSTICKS**
- Konix Speedstick (autolite)
 - Competition Pro Mean Green
 - Zipsick (autolite)... The Best!
- Only £9.95**
Only £14.95
Only £15.95

- NAKSHA MICROSWITCHED MOUSE-Amiga/ST Amstrad PC**
- Only £29.45**
Only £14.95
Only £34.95

- MODE SWITCHBOX-for rendale 8802**
- Only £29.45**
Only £14.95
Only £34.95

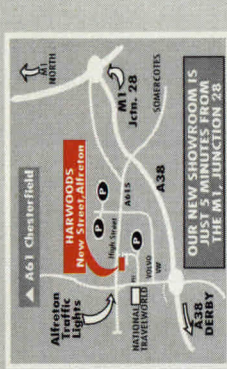
- BOOKS For beginners and Experts alike!**
- AMIGA FOR BEGINNERS - VOL. 1** ABACUS BOOKS. From unpacking your Amiga to creating your own icons, includes first use of basic and extra disk.
- AMIGA BASIC INSIDE AND OUT - VOL. 2** ABACUS BOOKS. The definitive step by step guide to programming your Amiga in basic.
- AMIGA MACHINE LANGUAGE - VOL. 4** ABACUS BOOKS. Practical guide to learning 68000 assembler language on the Amiga.
- AMIGA DOS INSIDE AND OUT - VOL. 8** ABACUS BOOKS. The complete guide to Amiga DOS and the CLI.
- AMIGA PROGRAMMERS HANDBOOK II - SYBEX.** In depth reference to device I/O programming for the Amiga series of computers.
- AMIGA HARDWARE REFERENCE MANUAL - ADDISON WESLEY.** Written by the technical experts at Commodore Amiga Inc, USA... The people who designed your Amiga. Hardware level machine code prog. at advanced level.
- £12.95**
£18.95
£14.95
£18.45
£23.95
£21.95

- EDUCATIONAL SOFTWARE For most age groups!**
- PLAY AND READ - Ages 4 to 9.** The complete reading tutor. Part 2 teaches spelling to the beginner reading.
- UNCLE D'S COM-SOUND-TRATION - Ages 4 and up.** Three graphical conception games. 4 skill levels each.
- DINOSAUR DISCOVERY KIT - Ages 3 to 8.** Zug the talking Megalosaurus helps children build early reading skills.
- THE THREE BEARS - Ages 5 to 10.** Develops imaginative thought/reading skills.
- SPELL BOOK - Ages 4 to 6.** Developed with the help of a Primary School Head teacher to aid spelling skills.
- PRIMARY MATHS COURSE - Ages 3 to 12.** Complete 24 Programme Course. MATHS MASTER PLUS - Ages 6 to 12. Maths fundamentals, teacher designed.
- BETTER MATHS - Ages 12 to 16.** Higher level to Linear/Quadratic Equations.
- £18.95**
£34.95
£23.95
£22.95
£17.95
£21.95
£21.95
£21.95

Shown above is ONLY a selection of books and software...phone for details of lots more!

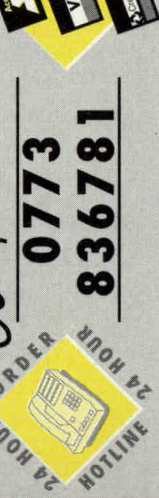
- PRO-GRAM PACK**
- DEALIN' DIEGO'S DYNAMITE DEAL!**
- 5 1 2 K M E M O R Y E X P A N S I O N**
- 16 Chip, not 4 (extremely important), same configuration as Commodore A501 for guaranteed full compatibility with latest version 8372A Amiga 1Mb Blitter. Can be used as fast MEM with all A500's, or chip RAM when used with 8372A Blitter (phone for details as this may require circuit board modifications on age of your Amiga)
- British Made with Enable/Disable Switch and Auto recharge battery backed real time clock.
- £32.95**
- A special deal to celebrate our NEW SHOWROOM

As always, our price includes VAT, Postage and Packing (UK Mainland) All this for the incredible introductory Dealin' Diego Price of only...



Come and see for yourself amazing Amigas and a whole host of peripherals, along with our vast range of software & accessories. Our helpful team are always on hand. We look forward to welcoming you.

GORDON HARWOOD HARWOOD HARWOOD Computers



0773 836781

GORDON HARWOOD COMPUTERS
DEPARTMENT AMA/C2, NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL:0773 836781 FAX:0773 831040

1. The star map shows the position of your planets, as well as the enemy's and the lifeless stars. Your opponent's face will gradually appear as he begins to overpower your forces.

3. Planetary economy.
4. Purchasing equipment.
5. Launch spacecraft.
6. Format lifeless planet.
7. Equip and train troops.

8. Loading bays.
9. Mining and farm status screen.
10. Declare war!
11. Employ a spy.
12. Disk access.



STAR MAP

2. Text window where incoming messages are shown. Also informs you when the enemy launches an attack.



It is possible to recall a status panel on each planet that is currently under your power. This enables you to view all of the figures that are vital to the up-keep of your empire, such as income, population and its growth.

Once you have fueled-up, armed and assigned a crew to a ship you can then launch it into orbit and then finally send it off to another planet, either for cargo or combat purposes.



DOUG

Supremacy is a decent strategy game, that plays extremely well. The game reminded very much of Activision's classic Millenium 2.2, but unlike the latter Supremacy isn't easy to beat. The graphics are superb and almost bring the game to life. There's plenty of options, and there is four different characters to play against, of varying difficulty. All in all Supremacy is a great game and certainly a game to have in your collection.

Far beyond the imaginations of our race are the many alien races that lurk on distant planets. All think they are the dominators of the Universe, that is until they

VIRGIN MASTERTRONIC £29.99

SUPREMACY

eventually cross swords. Can you imagine what would happen when two of these so-called leaders meet? All galactic-hell breaks loose, that's what! You are one of these hopeful rulers who have to prove their worth by battling out with one of four other opponents, all of whom are out to get you!

The four foes that you must face are all of varying difficulties, ranging from the easiest - a rather simple horned gorilla - to the toughest - a master of strategy

and war tactics, who'll prove a very hard opponent even for the most able General. Each game is played on a star map, which changes with each character. For instance, Wotok, the first alien, only rules over a few lifeless planets, where as Rorn has a collection of tiny little stars rotating around the game screen!

You both begin the game with a single planet - your home-base. The only thing that lies between your good self and the other

undesirable fiend, is a cluster of planets that are there for the taking. Obviously, the more planets that are under your power, the more minerals and other vital components will be yours too. Therefore, the first thing you should do after maintaining the smooth running of your base is to colonise the others around you. This requires you to build an atmosphere processor which will create the environment on which your new colonists will live. Then

THE HARDWARE!

B-29 BATTLE CRUISER



SOLAR-SAT GENERATOR



CARGO STORE/ CARRIER



ATMOSPHERE PROCESSOR



HORTICULTURAL STATION



CORE - MINING STATION



(Below) You can keep a constant eye on the current levels of energy, food, fuel and minerals being shipped into your base or another one of your planets.



If the enemy rubs you up the wrong way or you just feel like killing someone, select the War icon. You can then deploy your platoons (providing you have trained and transported them!), ready for battle.



AMIGA ACTION

OVERALL RATING

82%

EQUIPMENT & WEAPONRY



FLAK ARMOUR

CARAPACE ARMOUR

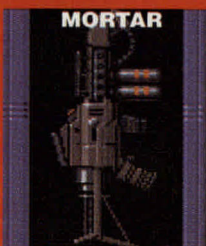


POWER ARMOUR

REFRACTOR FIELD



INCENDIARY UNIT



MORTAR



BOLT GUN

ARGH, IT'S THE ALIENS!



Wotok - An unintelligent life-form that uses brawn instead of brain.

Kratt - Doesn't really care about how he destroys you as long as he does!

Smine - Prefers to solve problems with his grey matter rather than resorting to violence.



Rorn - If you should choose to challenge this hefty character, I sympathise with you! A master of strategy and battle tactics.



you must once again build mining complexes and artificial farms, that together will keep your empire up and running. However, all machinery needs energy to keep it going, so don't forget to launch the solar-generator satellites into orbit around each of your stars.

Once you have built up a sturdy force, you can then think about launching an attack on your opponent. You must first create a formidable army by training and equipping civilians with the correct military hardware. You then bundle them onto a battleship that you should have already built, and ship them off to a hostile planet. Once there, you then start fighting. There is no arcade sequence but instead, the combat is worked out by the size of the forces, the they equipment use and their aggression. Aggression is worked out as a percentage, and obviously the higher it is, the harder your men fight.

GRAPHICS

You may think that strategy games have dull graphics, *Supremacy* is different. They are colourful, and the small touches help add to the game's atmosphere.

81%

SOUND

The sound is good, with a number of jingles and sampled speech when key features are executed, such as the enemy screaming attack.

74%

ALEX

Supremacy is very similar to Activision's *Millennium 2.2*, but in my opinion I prefer Virgin's game. It is highly polished, and is one of the best strategy games of late, combining brilliant graphics and sound, with a decent dose of mind-numbing strategy. Although the game may appear to be repetitive, the change of pace gives a new lease of life. For instance, one moment you could be kicking the enemy's butt, and the next the tables could be turned. On the whole, a good release and a worthy addition to anyone's collection.

MICHELLE

You may well think that the resemblance between *Supremacy* and *Millennium 2.2* is rather uncanny, but the aforementioned is far better than Activision's effort. *Supremacy* is more of a strategy game, as no arcade sequences have been included. The graphics are brilliant with some nice added touches, and the sound is also of a high standard. However, I found the challenges rather limited, but this didn't detract from an otherwise brilliant game. With four different opponents to battle against, you should have your work cut out trying to beat some of the toughest characters in the universe.

Evesham Micros

RETAIL SHOWROOMS

63 Bridge Street
Evesham
Worcs WR11 4SF
☎ 0386-765180
fax: 0386-49761
Open Mon-Sat, 9.00 - 5.30

5 Glisson Road
Cambridge CB1 2HA
☎ 0223-323898
fax: 0223-322883
Open Mon-Sat, 9.30 - 6.00
Specialist Education Centre

1762 Pershore Road
Cottbridge
Birmingham B30 3BH
☎ 021-458 4564
fax: 021-433 3825
Open Mon-Sat, 9.00 - 5.30

ALL PRICES INCLUDE VAT AND DELIVERY
Same day despatch whenever possible. Express Courier delivery £5.00 extra.

MAIL ORDER DEPARTMENT

Unit 9 St Richards Rd, Evesham, Worcs WR11 6XJ

Call us now on ☎ 0386-765500

8 lines, Open Mon-Sat, 9.00-5.30. Fax: 0386-765354
Technical support (open Mon-Fri, 9.30-5.30): 0386-40303

Send an Order with Cheque, Postal
Order or ACCESS/VISA card details.
Allow 10 days personal cheque clearance.

Government, Education & PLC orders welcome
All products covered by 12 Months Warranty
All goods subject to availability. E. & O.E.

Buy with confidence from one of the longest established companies in their field, with a reputation for good service and prices. We have invested heavily in a computer system to enable our Telesales staff to provide up-to-the-minute stock information, coupled with highly efficient order processing. Our fully equipped Workshop enables us to carry out almost any repair on our premises. We feel sure that you won't be disappointed if you choose Evesham Micros.



**AMIGA
SPECIAL
DEALS**

All A500 Packages also
include the following:

Karate Kid II
Leatherneck
Battle Squadron
Jaws
Defcon 5
High Steel
Wordwright (w processor)
Nigel Mansell's Grand Prix
Better Dead than Alien
Super Huey
Goldrunner
Night Walk

Amiga 500 512K Screen Gems pack including 5 software titles and TV modulator £379.00
Amiga 500 512K Flight of Fantasy pack includes 4 software titles and TV modulator £379.00
Amiga 500 512K Batpack includes 4 software titles and TV modulator £379.00
Amiga 500 1Mb (Batpack or F.O.F. Pack or Screen Gems pack) upgraded using our 512K RAM/Clock £409.00
Amiga 500 (Batpack or F.O.F. Pack or Screen Gems pack) with Drive includes our 3 1/2" External Drive £430.00
Amiga 500 1Mb (Batpack or F.O.F. Pack or Screen Gems pack) with Drive
features our 512K RAM/Clock Upgrade plus 2nd 3 1/2" External Drive £465.00

Vidi-Amiga video digitiser package £95.00
Vidi-Chrome colour accessory for Vidi-Amiga £16.00
MiniGEN Genlock Adapter £95.00
Contriver Hi-Res replacement Mouse package £22.95
Naksha Hi-Res replacement Mouse package £28.95
Kraft Trackball (plugs into mouse/joystick port) .. £44.95
Philips CM8833 colour monitor inc.cable £259.00
Kickstart 1.3 Upgrade pack £29.95
AMOS Game Creator £37.50
Music-X incredibly powerful music package £129.00
Home Accounts (Digita) £18.95
Amiga 500 dust cover £4.95

CBM A590 HARD DRIVE

Good quality Commodore 20Mb Hard Disk, including its own PSU and built-in cooling fan. Features sockets for up to 2Mb of RAM expansion (see below). Autoboots when used with Kickstart 1.3.

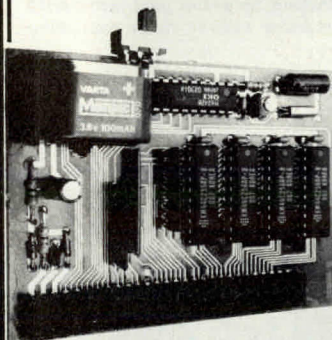
A590 (20Mb) only £379.00

40Mb version only £499.00

A590 512K RAM Upgrade kit £31.95
A590 1Mb RAM Upgrade kit £59.95
A590 2Mb RAM Upgrade kit £99.95
RAM upgrades fitted free when bought with A590.

Genuine replacement
Commodore Amiga PSU .. £39.95

A500 SOLDERLESS RAM UPGRADES



**512K
MEMORY
UPGRADE**

ONLY £37.95

including VAT &
delivery

512K RAM/CLOCK EXPANSION FEATURES:

- ☆ Direct replacement for the A501 expansion
- ☆ Convenient On / Off Memory Switch
- ☆ Auto-recharging battery backed Real-time Clock
- ☆ Compact unit size : Ultra-neat design
- ☆ Only 4 low power consumption FASTRAMs

512K RAM expansion without clock only £32.95

NEW! 1.5MB RAM BOARD

- ☆ Fully populated board increases total RAM to 2MB !
- ☆ Plugs into the trapdoor expansion (as with 512K unit)
- ☆ Auto-recharging Battery Backed Real-Time Clock
- ☆ Socketed FASTRAM ICs for accommodation up to 1.5MB

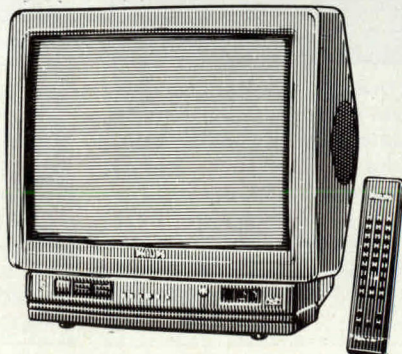
Unpopulated RAM Expansion Board with Clock £39.95
RAM Board with Clock, with 512K FASTRAM installed £69.95
RAM Board with Clock, with 1Mb FASTRAM installed £94.95
RAM Board with Clock, with full 1.5Mb FASTRAM installed .. £119.95
N.B. Requires Kickstart 1.3 to operate - Kickstart 1.3 Upgrade available from us for £29.95

PHILIPS 15" FST TV / Monitor (MODEL 2530)

With its dedicated monitor input, this model combines the advantages of a high quality medium resolution monitor with the convenience of remote control Teletext TV - at an excellent low price !

£269.00

Includes VAT, delivery
and computer
connection lead



3.5" EXTERNAL DRIVES



- Slimline design
- Suits any Amiga
- Quality Citizen mechanism
- Very quiet in operation
- On / Off switch on rear of drive
- Throughport connector
- 880K Formatted capacity
- Long connection cable for location either side of computer
- Full 12 months guarantee

Superb low price!

£59.95
including VAT
and delivery

5.25" External 40/80 Track Drive also available, only £99.00

SPECIAL NEW PRODUCTS

**MIDI
INTERFACE**
Only £ 19.95

GET CONNECTED !

Our new fully compatible, high quality MIDI interface connects directly with the Amiga serial port and provides IN, OUT and THRU ports for good flexibility. Features LED indicators on each port to assist ease of use and also for diagnostic purposes. Superb compact design.

**'TESSA'
speaker system**
Only £ 34.95

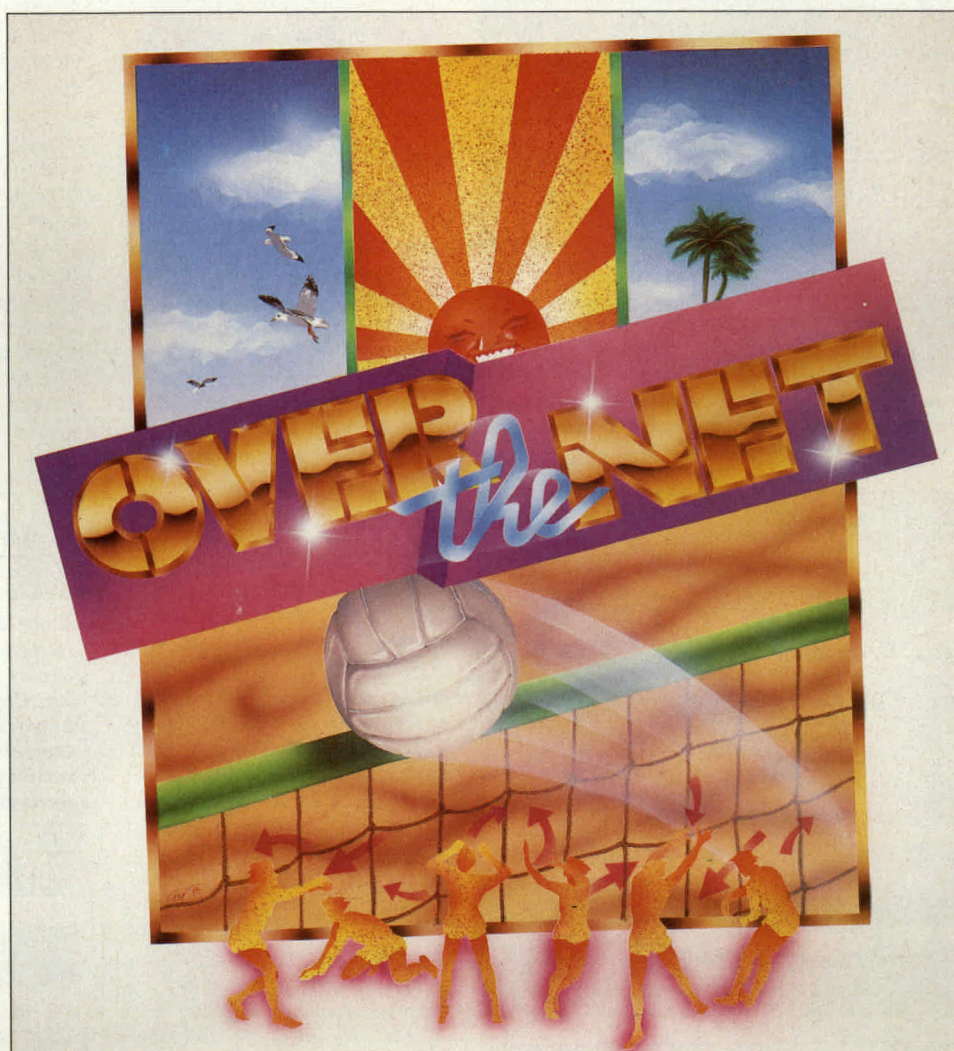
HEAR THAT STEREO !

Your Amiga produces excellent quality hi-fi stereo sound. Enjoy high quality, stereo sound reproduction to the full with our great new twin speaker system, TESSA (twin ergonomic stereo speakers, amplified). Incorporates a specially designed, quality 2.5 watt per channel amplifier, including volume control, to obtain the best sound.

**S-S-SAMPLE THIS !
STEREO SOUND
SAMPLER**
Only £ 29.95

Offering full compatibility with almost any Amiga audio digitiser software, our Sound Sampler features excellent circuitry, yielding professional results. The main A/D converter gives a digitising resolution of up to 50KHz, with a fast slew rate. Two phono sockets are provided for stereo line input, plus an option for microphone. Adjustable gain is achieved with built-in control knob. Complete with public domain disk containing sound sampling applications/utilities.

After the excitement of the
"WORLD CUP 90"... Jump into the
most fantastic Summer game...



On the sunny beaches from Rimini to Miami
enjoy the fantastic beach game
"VOLLEY BALL"

HOT ACTION

Up to 4 players with the special
genias joystick interface.
The best arcade simulation of
the season from the producers
of World Cup 90...

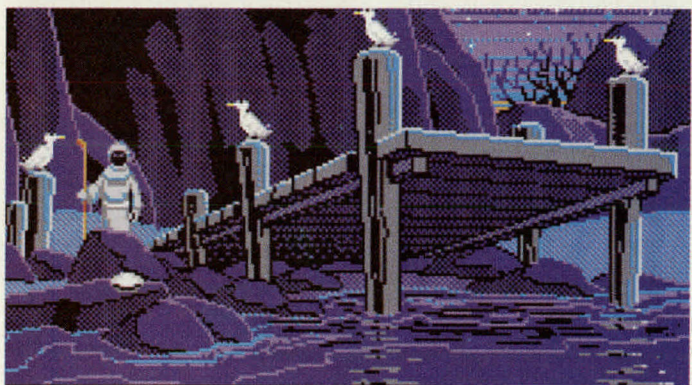


Distributed by. **LINEL**
24A WHITE PIT LANE, FLACKWELL HEATH, NR HIGH
WYCOMBE, BUCKINGHAMSHIRE HP10 9HR.
TEL. 06285 31244 FAX. 06285 30875

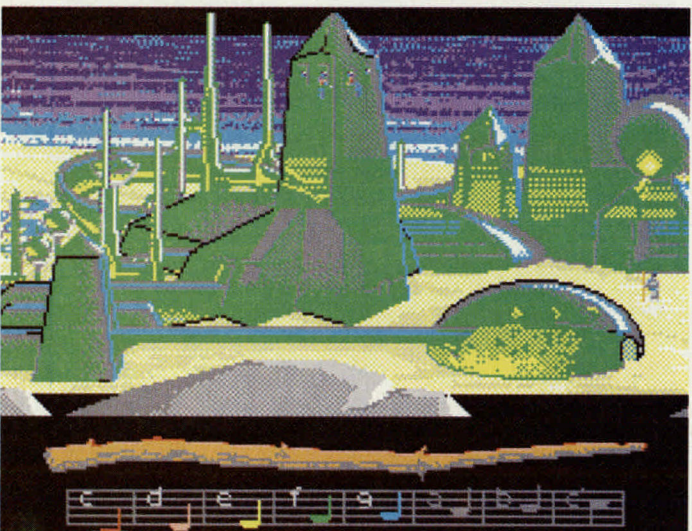
■ The Distaff is the first object you'll find in the game, and it will come in very handy. Using various notes you can cast a whole load of different spells, all of which will be used at least once in the game.



■ Making your way down to the docks you try to find some way of getting off the island, but maybe the answer doesn't lie here. A search of the whole island is going to be needed to find the answer.



■ After traversing the sea from your home island, you eventually arrive at a city made of glass. Will the answer to where your people are be inside, and if so will you be able to get it?



■ As you enter the forest you are stopped by four guards from the Shepherds Guild. They won't let you pass until you show them some magic, but I don't think they're going to like what they see.

LUCAS FILM / U.S. GOLD £24.95

LOOM

It was long after the passing of the second shadow, when dragons ruled the twilight sky and the stars were bright and numerous, that human kind began to thirst again for dominion over nature. Their weapon was industry and they wielded it with confidence. One by one the mysteries of light and darkness fell before the engines of progress. Whole nations came to believe that nothing lay beyond the power of their own arrogance.

Competition was fierce in those productive days. Skilled labour became a valuable commodity, and so the tradespeople of the land banded themselves together to promote their common interests and protect their secrets. These professional societies swelled in power as their membership grew. A few such as the Blacksmiths and the Clerics acquired vast territories with private armies to defend them. Thus began the age of the Great Guilds.

Loom is set a few years after the age of the Great Guilds began, and mainly revolves around the the Guild of Weavers. Unlike all the other Guilds the Weavers were only interested in the progress of their skills, and because of this fact they took themselves away from the other Guilds so they could perfect their weaving; and to their amazement it more than improved - it became magical. By weaving in certain ways they could produce different spells, and eventually one day a young female weaver actually managed to weave a child.

The Elders who ruled the Guild were most angry at this, but their anger was mainly due to their not understanding. The child was taken from the young woman, and she was then banished from the land. It has been seventeen years since that day, and now you Bobbin, the child of the Loom have been summoned by the Elders. The adventure begins!

Loom is unlike any other adventure on the market today. There is no text at all, and it isn't even icon driven in the same way

as any other adventure games. At the top of the screen is the display window. From here you view your character, and the surroundings that he stands in. Moving your mouse pointer around the screen you can see which objects you can use or take. If an object can be used it appears in a small box in the lower right hand corner of the screen. In the lower left hand corner, stretching right in to the centre of the screen is the main object of the game the Distaff. This is the object which enables a Weaver to cast spells. At the start of the game it isn't present on the screen, but it isn't very long before it is.

SOUND

A selection of different tunes play while you roam about the various locations, and there's a huge amount of different sound effects to keep the atmosphere at 100%.

79%

ANDY

Loom is a brilliant and very original game that just oozes Lucasfilm's talent for presentation and innovation. The new concept that has been used to play the game is brilliant, however, although the system is a neat addition I found that the game was rather too easy, and I beat it with very little effort. The puzzles are just not hard enough and even the very worst adventurer will find that he is near to the end of the game in no time. But saying that, I still think the basic idea and the game is very good, and if you're a novice at adventures, then it'll suit you down to the ground.

MICHELLE

It isn't often that you get a new slant on the adventure theme, but *Loom* is a welcome addition to the genre. Whereas past Lucasfilm games use the point and click system, the control in *Loom* is even simpler with Bobbin moving with no hassle at all. In addition, spell casting which sounds a little overwhelming is also simple to perform, making *Loom* an easy to get into and addictive little game. It isn't the hardest game Lucasfilm have produced, but it's fun all the same.

Apart from mouse being clicked on one of these three windows, no other actions are needed; and if you think that might make the game a little stiff, you don't know how wrong you are!

GRAPHICS

As with all Lucasfilm adventures, they are top class, and each screen that you enter looks like you could actually walk around it yourself.

82%

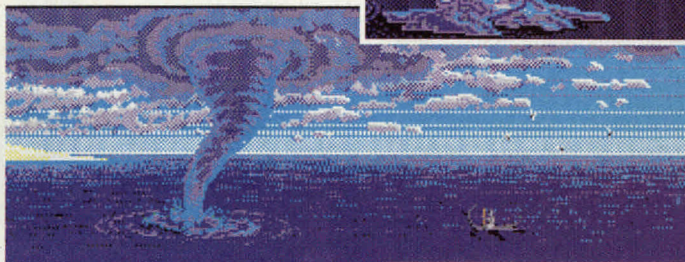
DOUG

Loom is a really new concept in adventures. There is no typing involved, and even the amount of work that is usually done by the mouse has been reduced. The graphics and sound are just as good as they always are in the Lucasfilm adventures, and they are the only games that come near to the Sierra adventures. The only qualm I had with the game was that was easy. I'm not a very good adventure player, but even I found myself solving the puzzles very quickly. With all that said, *Loom* is excellent, and if you aren't that hot at adventures then this is definitely the one.

The village of the Weavers is totally deserted, and only you now remain. With the Elder's Distaff you must somehow find your people and stop the chaos of the Third Shadow.



(Right) You make your way into the tent where all the wool is dyed, but that's not all that is done in here. Examining some of the objects you learn the notes to a couple of handy spells.



(Left) A whirlwind stretches up into the skies stopping you from getting away from the island that you were born on. This is just one of the many puzzles that you will have to overcome, and like most of them they require a magical solution.

(Right) The mighty Dragon carries you off to his lair, only for you to find out that he's not so mean as he looks. The problem is how are you going to get out now that you're in here?



The Blacksmiths' fortress is a rather large place, and very hard to get into. But with the aid of your Distaff and a handy spell you might be able to disguise yourself.



The evil bishop talks to the foreman of the Blacksmiths while one of his workers works on the last of the thousands of swords that they are making. Whatever happens, the bishop must not get his hands on those swords.



OVERALL RATING

78%

FREE
POSTAGE



STATE OF THE ART Software

FREE
DELIVERY



Amiga A500

Every Amiga sold includes: WorkBench 1.3, Extras disk, Tutorial disk all with manuals, Full one year warranty and mouse, Free TV modulator with cables

£349

inc. Free Game

Claim FREE game when you buy an AMIGA PACK

Callers welcome
at our new shop
STATE OF THE ART
39 Hereford Street,
Off The Moor,
Sheffield S1 4PP

AMIGA PACKS

Flight of Fantasy

F29 Retaliator
Rainbow Islands
Deluxe Paint II

Escape from the Robot Monsters

£358 inc

Screen Gems

Back to the Future II
Shadow of the Beast II
Days of Thunder
Night Breed
Deluxe Paint II

New

£369 inc

Power Computing 2nd Drives

Enable/Disable Switch
Through port
£69 inc

Cumana CAX354 2nd Drives

Enable/Disable Switch
Through port
£75 inc

M.E.S. RAM Upgrade

.5Mb Expansion
Enable/Disable Switch
plus £5 for clock
£49 inc

SPECIAL OFFERS

Deluxe Paint II..... £9.99
Blasteroids..... £4.99

FREE GAME OR MOUSE MAT

With every software order over £40

All prices include Postage and Packing

GAMES

688 Attack Sub	£18.90
A.P.B.	£10.90
Addidas Champ. Football	£18.90
Addidas Tie Break	£18.90
Altered Beast	£12.99
Anarchy	£17.99
Antheads (Data Disk)	£12.99
Apprentice	£16.90
Aquanaut	£16.99
Armalyte	£9.99
Axel's Magic Hammer	£9.99
Baal	£18.90
Back to the Future II	£18.90
Bad Company	£21.90
Balance of Power 1990	£21.90
Barbarian 2 (Psygnosis)	£18.90
Bards Tale	£10.99
Bards Tale 2	£18.90
Batman the Movie	£17.90
Battle Master	£21.90
Battle Valley	£11.99
Beach Volley	£11.99
Billy the Kid	£18.90
Black Tiger	£18.90
Blade Warrior	£18.90
Blasteroids	£7.99
Blood Money	£11.99
Bloodwych	£10.99
Bloodwych Data Disk	£9.99
Blue Angels	£17.90
Bomber	£21.90
Bomber (Data Disk)	£13.99
Breach 2	£18.90
BSS Jane Seymour	£18.90
Budokan	£18.90
Captain Blood	£6.99
Captive	£18.90
Cartoon Capers	£15.99
Castlemaster	£21.90
Champions of Kryn (1Mb)	£18.90
Chaos Strikes Back	£21.90
Chase HQ	£16.99
Chronoquest	£14.99
Chronoquest 2	£21.90
Cloud Kingdoms	£11.99
Codenamed Iceman	£24.99
Colorado	£17.90
Combo Racer	£17.90
Conqueror	£18.90
Corporation	£18.90
Crack Down	£17.90
Crazy Cars 2	£17.90
Cyberball	£16.99
Damocles	£18.90
Dan Dare 3	£16.90
Days of Thunder	£21.90
Defenders of the Earth	£11.99
Dragon Force	£21.90
Dragon Wars	£18.90
Dragons Breath	£21.90
Dragons Lair (1Mb)	£28.99
Dragons of Flame	£18.90
Dungeon Master (1Mb)	£16.99
Dynasty Wars	£17.90
E-Motion	£17.90
Escape from the Planet of the Robot Monsters	£14.99
Escape from Singes Castle	£28.99
F16-Combat Pilot	£17.90
F19-Stealth Fighter	£21.90
F29-Retaliator	£18.90
Falcon	£19.90
Falcon Mission Disk	£15.90
Falcon Mission Disk 2	£16.90
Falcon Plus Mission Disk	£29.99
Farrari Formula One	£16.90
Final Battle	£18.90
Fire and Brimstone	£18.90
Flight of the Intruder	£21.90
Flimbo's Quest	£18.90
Flood	£18.90
Future Basketball	£16.99
Future Wars	£17.90
Ghost Busters 2	£17.90
Ghosts and Goblins	£18.90
Goblins and Ghouls	£18.90
Gold of the Americas	£18.90
Grand National	£16.90
Gravity	£13.99
Gremlins 2 The New Batch	£18.90
Gunship	£15.99
Hammerfest	£12.90
Hard Drivin	£11.95
Harley Davidson	£21.90
Heavy Metal	£18.90
Heroes	£20.90
Heroes Quest	£24.90
Hillstar	£18.90
Hot Rod	£17.90
Imperium	£18.90
Indy Jones Action	£13.99
Indy Jones Adventure	£18.90
Infestation	£18.90

GAMES

Interphase	£9.90
Iron Lord	£17.25
It Came from the Desert (1Meg)	£16.90
Italy 1990	£17.90
Italy 1990 Winners Edition	£16.99
Ivanhoe	£17.90
Jack Nicklaus	£18.90
Jack Nicklaus Courses	£11.90
Judge Dredd	£16.90
Jumping Jackson	£16.99
Knight	£18.90
Kick Off	£11.99
Kick Off Extra Time	£7.90
Kick Off 2 (World Cup 90)	£16.90
Kid Gloves	£10.99
Killing Game Show	£18.90
King Quest IV	£24.90
Kings Quest Triple Pack	£26.99
Klax	£15.90
Knight Force	£17.90
Knights of Crystallion	£21.99
Knights of Legend	£20.90
Krystal	£14.90
Kult	£17.90
Laser Squad	£12.99
Last Ninja 2	£18.90
Legend of Faergnail	£18.90
Leisure Suit Larry 2	£24.90
Leisure Suit Larry 3	£28.90
Life and Death	£21.90
Light Force	£17.90
Lords of the Rising Sun	£14.95
Lost Dutchmans Mine	£21.90
Lost Patrol	£17.90
Magic Fly	£18.90
Magnum 4	£18.90
Manchester Utd	£17.90
Manhunter New York	£21.90
Manhunter San Francisco	£22.99
Matrix Marauders	£18.90
Microprose World Cup Soccer	£16.90
Midnight Resistance	£17.90
Midwinter	£17.90
Might and Magic 2	£21.90
Millenium 2.2	£12.90
Monty Pythons Flying Circus	£18.90
Neuromancer	£18.90
Nightbreed	£18.90
Ninja Spirit	£16.90
Ninja Warriors	£17.90
Nitro	£18.90
North and South	£17.90
Nuclear War	£21.90
Operation Stealth	£18.90
Operation Thunderbolt	£17.90
P47 Thunderbolt	£17.90
Pipemania	£17.90
Pirates	£17.90
Police Quest 2	£24.90
Powerdrift	£10.90
Powermonger	£21.90
Projectyle	£17.90
Rainbow Islands	£16.90
Reach for the Stars	£18.90
Red Storm Rising	£18.90
Resolution 101	£17.90
Robocop	£15.90
Robocop 2	£18.90
Rocket Ranger	£13.99
Rorkes Drift	£17.90
Rotox	£16.90
RVF Honda	£16.99
Seven Gates of Jambala	£9.90
Shadow of the Beast	£17.99
Shadow of the Beast 2	£24.90
Shadow Warriors	£18.90
Shoot 'em up Construction	£20.90
Sim City	£19.99
Sim City Editor	£11.99
Simulaa	£18.90
Skidz	£16.90
Sly Spy	£17.90
Snow Strike	£17.90
Space Ace	£29.90
Space Quest 3	£24.99
Space Rouge	£20.99
Speedball	£14.90
Speedball 2	£17.90
Star Trek V	£22.90
Steel	£11.90
Strider	£17.90
Stunt Car Racer	£14.90
Subuteo	£17.90
Super Cars	£16.90
Super On-Road Racer	£18.90
Supremacy	£21.90
Switch Blade	£12.90
Swords of Twilight	£17.90
TD2-Supercars	£11.90
TD2-Monocars	£11.90
TD2-California	£11.90

GAMES

Teenage Mutant Hero Turtles	£19.90
Test Drive 2	£17.90
The Colonels Bequest	£28.90
The Cycles	£13.90
The Keep	£17.90
The Plague	£18.90
Their Finest Hour	£21.90
Theme Park Mystery	£11.90
Thunderstrike	£17.90
Time Machine	£17.90
Toobin	£11.99
Total Recall	£18.90
Tower of Babel	£10.90
Triad Vol 2	£17.90
Triad Vol 3	£21.90
Turbo Outrun	£16.90
Turrican	£17.90
Tusker	£18.90
TV Sports Baseball	£21.90
TV Sports Basketball	£17.90
TV Sports Football	£17.90
Ultima V	£21.90
Ultima VI The False Prophet	£21.90
UMS II	£19.90
Unreal	£21.90
Untouchables	£17.90
Vaxine	£18.90
Venom Wing	£16.90
Venus Fly Trap	£16.90
Warhead	£17.90
War Jeep	£18.90
Weird Dreams	£11.90
Wings	£21.90
Wings of Fury	£18.90
Wipeout	£16.90
Wonderland	£21.90
World Cup Soccer Italia 90	£16.90
X-Out	£17.90
Xenomorph	£17.90
Xenon 2	£11.99
Xenophobe	£9.90
Zak McKracken	£17.90
Zombi	£18.90

JOYSTICKS & OTHER BITS

10 3.5" Unbranded Koa Disks	£5.20
100 3.5" Unbranded Koa Disks	£80.00
Mouse Mats (Blue/Red/Grey)	£4.50
Dust Cover (Amiga or ST)	£4.50
Dust Cover (Philips CM8833)	£6.99
Disk Box 40 Cap. Lockable	£5.99
Disk Box 80 Cap. Lockable	£7.99
Navigator Konix	£12.99
Speeding Konix Auto-fire	£11.99
Cruiser Black	£9.99
Multi Coloured Cruiser	£10.99
Quickshot II Turbo	£7.99
Quickshot III Turbo-New!	£9.50
Quickjoy III Supercharger	£11.99
Quickjoy Jetfighter	£13.95
Quickjoy Superboard	£15.99
Competition Pro Extra-Clear	£12.95
Philips CM8833 Colour Monitor	£253.00
Philips TV Tuner for CM8833	£39.00

State of the Art has
someone to answer your
call from 9am to 10pm, ring
now for the best service
around

AMIGA, ST & PC Club

News about new products,
games, reviews and reduced
prices. All this for £5. When
you buy from us. Newsletter is
produced every two months.

*Unreleased titles will be
sent within 24 hours of
release date*

To order send Postal Order or
Cheque to:

STATE OF THE ART
39 Hereford St
Off The Moor
Sheffield
S1 4PP

Ring Now! Save Now!!!
(0742) 758100 or 700310
After 6pm Phone the Hot Line on (0742) 424230

★ **BEST PRICES** ★ **BEST SERVICE** ★

AMIGA	RPP	OUR	AMIGA	RPP	OUR
555 Attack Sub	4.99	15.90	Legend of the Lost	24.99	15.90
AMOS - The Creator	49.99	34.95	Life And Death	24.99	15.90
Apprentice	19.99	12.90	Loom	29.99	19.95
Armairite	19.99	12.90	Midnight Resistance	24.99	15.90
ATF 2	24.99	15.90	New York Warriors	19.99	12.90
Awesome	34.99	22.75	Night Hunter	24.99	15.90
Atomix	19.99	12.90	Nitro	24.99	15.90
Back To The Future II	24.99	15.90	Onion	24.99	15.90
Battlemaster	29.99	19.15	Pirates	24.99	15.90
Battle of Britain	29.99	19.15	Pools of Reality (1Mb)	29.99	19.15
Beast II	34.99	22.75	Rick Dangerous 2	24.99	15.90
Betrayal	29.99	19.15	Second Front (1Mb)	29.99	19.15
Bomber Mission Disk (1Mb)	14.99	10.25	Shawn Warriors	24.99	15.90
Cadaver	24.99	15.90	Sly Spy	24.99	15.90
Cartilage	24.99	15.90	Snake	24.99	15.90
Corporation	24.99	15.90	Street Hockey	24.99	19.15
Days of Thunder	24.99	15.90	Teenage Mutant Turtles	29.99	12.90
Edition 1 (completion)	24.99	16.30	The Lost Patrol	24.99	15.90
F19 Stealth Fighter	29.99	19.35	The Spy Who Loved Me	24.99	15.90
F29 Retaliator	24.99	15.90	The Ultimate Ride	24.99	15.90
Falcon Mission Disk II	19.99	15.90	Time	24.99	15.90
Ferrari Formula 1	24.99	15.90	Time Machine	24.99	15.90
Fighter Bomber	29.99	19.15	TNT (Tengen Comp)	29.99	19.55
Final Battle	24.99	15.90	Torvak the Warrior	24.99	15.90
Final Countdown	24.99	15.90	Ultimate Golf	24.99	15.90
Flood	24.99	15.90	U.M.S. II	29.99	19.15
Harley Davidson	29.99	19.15	Venus - The Flytrap	19.99	12.90
Int. Soccer Challenge	19.99	15.90	War Jeep	24.99	15.90
Kick Off 2	19.99	12.90	Wheels	24.99	15.90
Kick Off 2 - World Cup	24.99	15.90	White Death	29.99	19.15
Killing Game Show	24.99	15.90	Wings (1Mb)	29.99	19.15

AMIGA	RRP	OUR PRICE
Legend of the Lost	24.99	15.99
Life And Death	24.99	15.99
Loom	29.99	19.95
Midnight Resistance	24.99	15.99
New York Warriors	19.99	12.90
Night Hunter	24.99	15.99
Nitro	24.99	15.99
Onion	24.99	15.99
Pirates	24.99	15.99
Pools of Reality (1Mb)	29.99	19.95
Rick Dangerous 2	24.99	15.99
Second Front (1Mb)	29.99	19.95
Shadow Warriors	24.99	15.99
Spy Spy	24.99	15.99
Street Hokey	24.99	15.99
Teenage Mutant Turtles	29.99	19.95
The Lost Patrol	24.99	15.99
The Spy Who Loved Me	24.99	15.99
The Ultimate Ride	24.99	15.99
Time	24.99	15.99
Turbo Machine	24.99	15.99
UNT (Tenger Con)	29.99	15.99
Torvak the Warrior	24.99	15.99
Ultimate Golf	24.99	15.99
U.M.S. II	29.99	19.95
Venus - The Flytrap	19.99	12.90
War Jeep	24.99	15.99
Weltris	24.99	15.99
White Death	24.99	15.99
Wings (1Mb)	29.99	19.95

Mouse Mat	£2.90
A500 Dust Cover	£3.50
3.5" Disk Cleaner	£3.50

3.5" DS/DD DISKS
High Quality Unbranded
Fully Guaranteed
inc labels
10 - £4.75
50 - £21.75
100 - £41.50
500 - 179.95

Customer No. (if known) Payment: Cheque/PO/Access/Visa
Name
Address Postcode
Card No Expiry date

ITEM	AMOUNT
TOTAL	

Send cheque/PO payable to 'Best Byte' or phone **Credit Card Hotline 0273 746467**.
Mail order only. Prices include 1st Class Post & VAT. 24 HOUR DESPATCH.
BEST BYTE (AMA16), 48 Nevill Avenue, Hove BN3 7NA

FOR

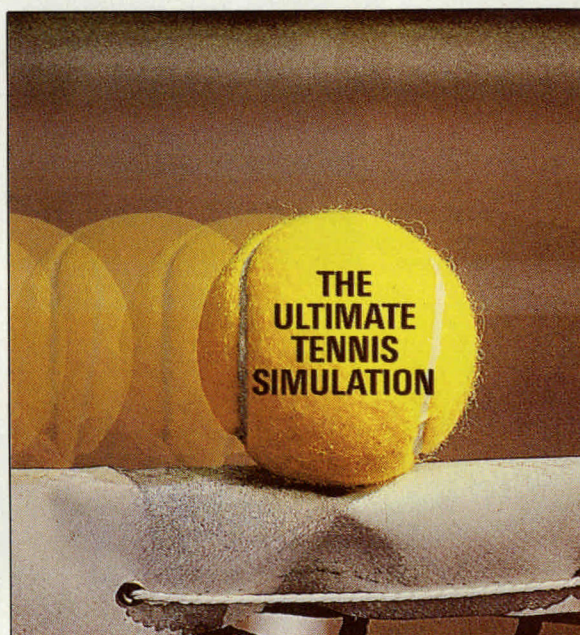
**COMMODORE AMIGA COMPUTERS
TALK TO US
WEST MIDLANDS AMIGA**

We deal only in Commodore Amiga computers and accessories. We give free technical advice with a user friendly approach. So don't hesitate to call.

For a personal appointment (with no obligation) or
advice/help call (0905) 794955

Business hours MON-FRI 18.00-21.00 SAT 09.00-21.00
87 Westbury Avenue, Droitwich, West Midlands WR9 0RT

2



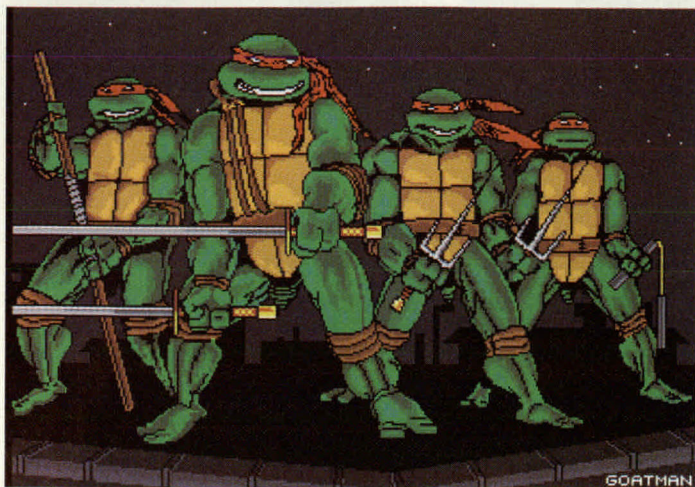
IS COMING...

UBI SOFT

Entertainment Software

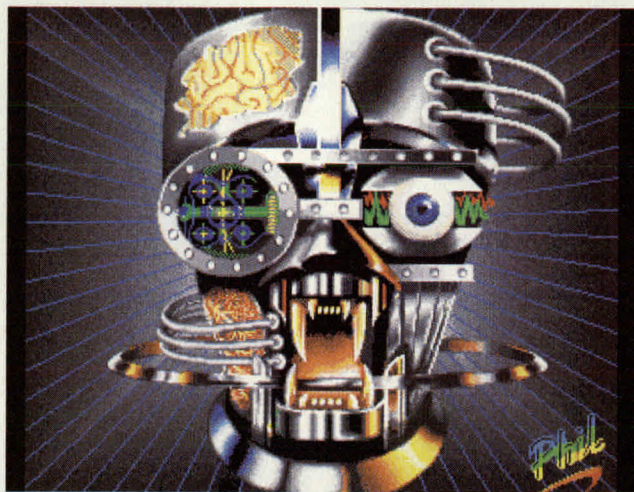
READER GALLERY

Yet another month passes and more of your work pours in. It's then up to me to sort out the best of the bunch and compile the Gallery. In order to get your efforts printed, send a disk with the pics on, stating what art package they were drawn on. However, any disks that are sent unfortunately cannot be returned in future, so remember to send in a back-up disk! Hopefully, the pictures will still be coming flooding in next issue, and the address to send your work to is: Alex Simmons, Europa House, Adlington Park, Nr. Macclesfield, Cheshire. SK10 4NP.



Turtle mania has even hit the pages of the gallery, and the amount of TMNT pictures we get in quite amazing. A day doesn't pass without a drawing of Leo, Raph and the bunch falling into the mail bag. However, these drawings of the four ninjas were drawn by Michael Dawes of Worthing, on DPaint, too!

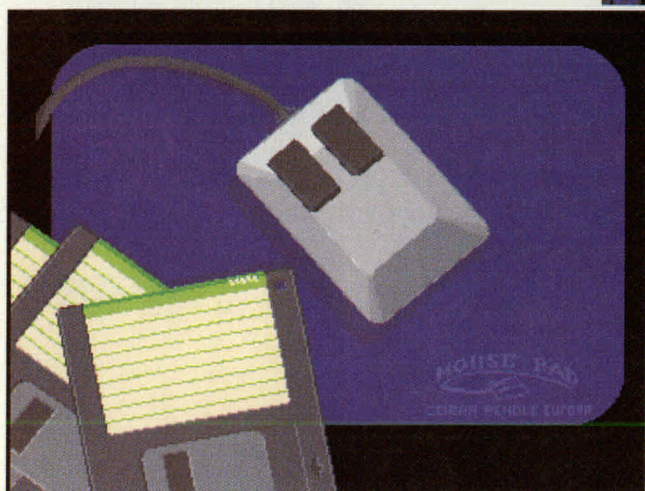
Philip Plunkett who hails from the distant shores of Ireland has sent in a disk with some excellent pieces of work that were drawn on, yep you've guessed it, Deluxe Paint. The pic is of what he calls Metatron, but it looks rather like Rotox to me!



Another effort by Phil is this rather tasty landscape. I don't know whether it was drawn from a picture, from real life or even made up, but one thing that I do know is that it's pretty damn good.



Once again Pendle Europa make an appearance (well, two actually!) with their mega picture disk - loads of work crammed onto a single disk! This piece depicts a young games-player working vigorously on his Amiga in an open field!



The next effort from Pendle Europa is obviously one related to his mouse, and if I am not much mistaken, it was drawn on the highly popular art package, DPaint.

Are Depeche Mode absolutely brilliant, or what? Nothing compares to the superb music that these four guys come up with, and it seems someone who answers to the name of the Nightmare(!?) appreciates their music and has drawn a picture on DPaint, with the album cover of Violator, as well as the logos from past records and the Mute Records label.





NEW TITLES SENT
DAY OF RELEASE

KEY SOFTWARE

24 HR HOTLINE
0407
760609

1 UPPER PARK STREET, HOLYHEAD, GWYNEDD LL65 1HA

ALL PRICES INCLUDE VAT AND DELIVERY BY FIRST CLASS POST (UK & BFPO)

GAMES

688 Attack Sub	£16.75
Adidas Championship Football	£16.75
AMOS	£34.90
Anarchy	£16.75
Atomic Robokid	£16.75
Back to the Future 2	£16.75
Battle Master	£16.75
Battle of Austerlitz	£16.75
Battle Squadron	£16.75
Betrayal	£19.90
Billy the Kid	£16.75
Blitzkrieg May 1940	£16.75
Bloodwych	£16.75
Bloodwych Data Disk	£9.90
Burdge Player 2150	£19.90
BSS Jane Seymour	£16.75
Cadaver	£16.75
Captive	£16.75
Castle Master	£16.75
Champions of Krynn	£19.90
Chase HQ	£16.75
Chess Champion 2175	£19.90
Colonel's Bequest	£27.95
Chromo Quest 2	£19.90
Cloud Kingdoms	£16.75
Colonels Bequest	£27.90
Codename Iceman	£29.99
Colorado	£16.75
Colossus Chess 10	£16.75
Combo Racer	£16.75
Conqueror	£16.75
Corporation	£16.75
Crackdown	£13.75
Crimewave	£16.75
Cyberball	£13.75
Damocles	£16.75
Dan Dare 3	£13.75
Dark Century	£16.75
Days of Thunder	£16.75
Debut	£16.75
Defenders of the Earth	£13.75
Dick Tracy	£16.75
Dragon Flight	£19.90
Dragons Breath	£19.90
Dragons Lair	£31.90
Dragons of Flame	£16.75
Dragon Wars	£16.75
Drakkhen	£19.90
Dungeon Master	£16.75
Dynasty Wars	£13.75
Elite	£16.75
Emlyn Hughes Int. Soccer	£16.75
E-Motion	£16.75
Epic	£16.75
Escape from Singes Castle	£31.90
F16 Combat Pilot	£16.75
F16 Falcon	£19.90
Falcon Mission Disk 1 or 2	£13.75
F19 Stealth Fighter	£19.90
F29 Retaliator	£16.75
Fighter Bomber	£16.75

BUSINESS

Arena Accounts	£119.90
Devpac Amiga 2	£41.90
Hisoft Basic	£55.90
Home Office Kit	£99.90
K-Comm	£20.90
K-Data	£34.90
K-Spread 2	£41.90
Lattice C Version 5	£159.90
Mailshot	£17.50
Mailshot Plus	£34.90
Prodata	£55.90
Protext	£69.90
Publishers Choice	£69.90
SBA Cash	£55.90
SBA Xtra	£79.90
Superbase Personal 2	£69.90
Superbase Professional	£174.90
Superplan	£69.90

GAMES

Fighter Bomber Data Disk	£9.90
Final Battle	£16.75
Fire and Brimstone	£16.75
Fire and Forget 2	£16.75
First Contact	£16.75
Flimbo's Quest	£16.75
Flip It and Magnose	£16.75
Flood	£16.75
Football Manager + Exp. Kit	£13.75
Football Manager World Cup Ed.	£13.75
Gazza's Super Soccer	£16.75
Ghostbusters 2	£16.75
Ghosts 'n' Goblins	£13.75
Ghouls'n' Ghosts	£16.75
Gold of the Aztecs	£16.75
Grenlins 2	£16.75
Grand National	£13.75
Gunship	£16.75
Harley Davidson	£16.75
Herewith the Clues	£16.75
Heroes of the Lance	£16.75
Hero's Quest I Meg.	£24.90
Highway Patrol 2	£16.75
Hillsfar	£16.75
I.C.F.T.D. Data Disk(Ant Heads)	£9.90
Imperium	£16.75
Infestation	£16.75
Indy Last Crusade Adventure	£16.75
International 3D Tennis	£16.75
International Soccer Challenge	£16.75
Italy 1990 (U.S.G.)	£16.75
It came from the Desert (1 Meg only)	£19.90
Ivanhoe	£13.75
Judge Dredd	£13.75
Kick Off 1 or 2	£13.75
Kick Off Extra Time	£6.90
Kid Gloves	£16.75
Killing Game Show	£16.75
Kings Quest 4 (1 Meg)	£24.90
Knightforce	£16.75
Knights of Crystallion	£19.90
Last Ninja 2	£16.75
Legend Of Billy Boulder	£16.75
Legend of the Lost	£16.75
Leisure Suit Larry 3	£27.90
Life and Death	£19.90
Lombard RAC Rally	£16.75
Lost Patrol	£16.75
M1 Tank Platoon	£19.90
Manchester United	£16.75
Manhunter 2	£19.90
Magic Fly	£16.75
Mean Streets	£16.75
Microprose Soccer	£16.75
Midnight Resistance	£16.75
Midwinter	£19.90
Ninja Warriors	£13.75
Nitro	£16.75
Monty Python's Flying Circus	£13.75
Murder	£16.75

EDUCATIONAL

Discover Chemistry	£13.75
Discover Maths	£13.75
Discover Numbers	£13.75
Discover the Alphabet	£13.75
Fun School 2 under 6	£13.75
Fun School 2 6-8	£13.75
Fun School 2 over 8	£13.75
Fun School 3 under 5	£16.75
Fun School 3 5-7	£16.75
Fun School 3 over 7	£16.75
M. Beacon Teaches Typing	£19.90
Micro English	£15.95
Micro French	£15.95
Micro Maths	£15.95

GAMES

New York Warriors	£16.75
Nightbreed	£16.75
North and South	£16.75
Nuclear War	£13.75
Operation Harrier	£16.75
Operation Stealth	£16.75
Operation Thunderbolt	£16.75
Oriental Games	£16.75
Paradroid 90	£16.75
Photon Storm	£13.75
Pipemania	£13.75
Pirates	£16.75
Plague	£16.75
Player Manager	£13.75
Populus	£16.75
Populus Promised Lands	£6.90
Powermonger	£19.90
Projectyle	£16.75
Pyramax	£13.75
Rainbow Islands	£16.75
Red Storm Rising	£16.75
Resolution 101	£16.75
Rick Dangerous 1 or 2	£16.75
Robocop 1 or 2	£16.75
Rourke's Drift	£16.75
Rotox	£16.75
RVF Honda	£16.75
Shadow of the Beast	£16.75
Shadow of the Beast 2	£24.90
Shadow Warriors	£16.75
Sherman M4	£16.75
Sim City	£19.90
Sim City Terrain Editor	£9.90
Simulcra	£16.75
Sly Spy	£16.75
Snowstrike	£16.75
Space Ace	£31.90
Space Harrier 1 or 2	£16.75
Spellbound	£13.75
Spy Who Loved Me	£16.75
Starblade	£16.75
Stunt Car Racer	£16.75
Supercars	£13.75
Supremacy	£19.90
Teenage Mutant Hero Turtles	£21.90
Tennis Cup	£13.75
Test Drive 2	£16.75
Their Finest Hour	£19.90
Theme Park Mystery	£16.75
The Cycles	£16.75
Thunderstrike	£16.75
Time Soldier	£16.75
Treasure Trap	£16.75
Time Machine	£16.75
Time Soldier	£16.75
Treble Champions	£13.75
Torvak the Warrior	£16.75

JOYSTICKS

Cheetah 125	£6.95
Cheetah Mach 1 autofire	£8.95
Cheetah Starprobe	£11.95
Competition Pro 5000	£11.95
Competition Pro 5000 clear	£12.95
Competition Pro Extra	£12.95
Competition Pro Glo (Red or Green)	£13.95
Konix Navigator	£11.95
Konix Speedking Autofire	£8.95
Quickjoy 2	£6.50
Quickjoy 3 Supercharger	£10.50
Quickjoy 5 Superboard	£15.95
Quickjoy 6 Jettfighter	£11.95
Quickshot 2 Turbo	£8.95
Quickshot 3 Turbo	£9.95

GAMES

Total Recall	£16.75
Turbo Outrun	£13.75
Turrican	£16.75
TV Sports Basketball	£19.90
TV Sports Football	£19.90
Ultimate Golf	£16.75
Ultimate Ride	£16.75
Ultima V	£19.90
Universe 3	£16.75
UMS 2	£19.90
U.N. Squadron	£16.75
Unreal	£19.90
Vaccine	£16.75
Venom Wing	£13.75
Venus Flytrap	£13.75
Warhead	£16.75
War Jeep	£16.75
Wayne Gretzky Hockey	£19.90
Web of Terror	£13.75
Weird dreams	£16.75
Wild Streets	£16.75
Wings	£19.90
Wipe Out	£13.75
Wonderland	£19.90
Xenon 2 Megablast	£16.75
Xiphos	£16.75

COMPILATIONS

AMERICAN DREAM	£16.75
Hostages, Bubble Ghost, Operation Neptune, Super Skl	
EDITION ONE	£16.75
Double Dragon, Xenon, Gemini Wing, Silk Worm	
GIANTS	£19.90
720, Rolling Thunder, Gauntlet 2, Outrun, California Games	
PREMIER COLLECTION 3	£19.90
Archipelagos, Quadrant, Cybernoid 2, Battleships	
MAGNUM 4	£19.90
Afterburner, Batman - Caped Crusader, Operation Wolf, Double dragon	
PRECIOUS METAL	£16.75
Crazy Cars, Zenon, Arkonoid, Revenge of Doh, Captain Blood	
WORLD CUP YEAR 90	£16.75
Kick Off, G. Lineker Hotshot, Tracksuit Manager	
T.N.T.	£19.90
Xybots, Tootin, APB, Dragon Sprint, Hard Drivin	
HEROES	£19.90
Licence to Kill, Star Wars, Running Man, Barbarian 2	

DISKS ETC.

BLANK DISKS	
DOUBLE SIDED DOUBLE DENSITY	
3.5" Box of 10	£7.90
3.5" Box of 20	£14.90
3.5" Box of 50	£34.90
3.5" (TDK) Box of 10	£14.50
3.5" DISK STORAGE BOXES WITH LOCK	
40 Capacity	£6.90
50 Capacity	£7.90
Disk Drives Cleaner 3.5"	£5.95
A5000 Dust Cover	£4.95
A1000 Dust Cover	£4.95
Four Player Adaptor	£5.95
Joystick Extender	£5.95
Contriver Mouse + Mat	£20.90
Nakase Mouse + Mat + Pocket	£34.95
Mouse Mat (Red or Blue)	£5.95

ORDER FORM (PLEASE PRINT)

	COST
TOTAL	

NAME

ADDRESS

TEL

AA11

SEND TO: KEY SOFTWARE, 1 UPPER PARK ST., HOLYHEAD, GWYNEDD LL65 1HA

ANNOUNCING SOMETHING completely different YOUNG USERS OF THE



**BATTLE WITH BASIC!
LEARN ABOUT LOGO!
SUCCEED WITH SCIENCE!
GET AHEAD WITH GAMES!
PEP UP YOUR PROGRAMMING!
PLUS PUZZLES AND PRIZES GALORE!**

Let's Compute! brings an exciting new dimension to computing. You'll find it full of fun things to try out on your micro. It will help you get to grips with Basic and explore the mysteries of Logo. You'll discover fascinating ways of linking your micro to the outside world. And we'll show you, with clever cartoons, just how a computer works. Plus lots of surprises! Never before has there been a computer magazine like *Let's Compute!* You'll find its action-packed pages crammed with enough hints, tips and ideas to keep you and your micro occupied for a whole month!

YES

PLEASE!

Tick as required

☐ 3101

Send me the next 12 issues of *Let's Compute* for the special introductory price of £12 (including postage and packing).

☐ 3102

I'd also like to become a founder member of the *Let's Compute!* Club for the special price of £3 (instead of the regular £5) – so please send me the bumper Club pack with my first issue.

☐ 3103

I'll order *Let's Compute!* from my newsagent, but I'd still like to join the Club and receive my bumper member's pack for £5.

I wish to pay by:

☐ Cheque payable to Database Publications

☐ Credit card No:

Exp. date

 /

Please send my software in this format

☐ Compact/Archi/Elk (3.5" disc) 3050

☐ Spectrum (tape)

☐ BBC/Elk (5.25" 40 T) 3051

☐ Spectrum (disc)

☐ BBC/Elk (5.25" 80 T) 3052

☐ C64/128 (disc)

☐ BBC/Elk (tape) 3053

☐ C64/128 (tape)

☐ Amiga (disc) 3055

☐ Atari ST (disc)

☐ CPC (disc) 3056

☐ PC (5.25")

☐ CPC (tape) 3057

☐ PC (3.5")

Name

Signed

Address

Post code Age

Daytime phone number in case of queries

TO: Database Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB

No stamp need if posted in UK

PHONE ORDERS: 051-357 1275

AA11

that's
for all
ST

LET'S
COMPUTE!



LOOK!

Here's a
bumper
pack of
goodies
for everyone!

As a new member of the growing *Let's Compute!* Club you'll get a giant package of gifts to help you make the most of your computer. In addition to your Gold Membership Card you'll also receive lots of software on disc or tape, plus a ballgame, notepad, stickers, badge, hat, £200 worth of money-saving vouchers – and much, much more.

It costs only £5 to join, but if you subscribe to *Let's Compute!* on the form alongside you can also become a founder member, with all the same privileges, for just £3!

LET'S
COMPUTE!
CLUB

Become
a founder
member
NOW!



SK MARKETING

COMPUTER SUPPLIES



AMIGA HARDWARE

AMIGA 500 + FREE SOFTWARE!

- ★ Amiga 500 + TV Modulator
- ★ Batman the Movie
- ★ New Zealand Story
- ★ Interceptor
- ★ Deluxe Paint II
- ★ Dust Cover
- and Mouse Mat

ONLY £375 Inc. VAT!

A590 20MB Hard Drive.....	£374.99
Philips 8833 Monitor.....	£269.95
Commodore 1084S Col. Monitor.....	£259.95
A501 Ram Expansion/Clock.....	£129.95
Video Digitizer.....	£99.95
Cumana 3.5" Drive.....	£94.95
MES Half Meg Ram Expansion.....	£75

FLIGHT OF FANTASY

- ★ Amiga 500 + TV Modulator
- ★ Deluxe Paint II
- ★ Escape from Robot Monsters
- ★ F-29 Retaliator
- ★ Rainbow Islands
- ★ Dust Cover & Mouse Mat

ONLY £385 inc VAT

AMIGA B2000P.O.A.

DOT MATRIX PRINTERS

Star LC10	£173
Star LC10 Colour	£213
Panasonic KX-P1124.....	£280
Panasonic KX-P1180.....	£190

CLASS OF THE 90's ONLY £539 Inc. VAT!

NEW PHILIPS TV/MONITOR

- ★ MEDIUM Resolution Monitor Input
- ★ Infra-Red Remote Control
- ★ 15" FST Teletext TV
- ★ 60 TV Tuner Presets
- ★ Scart Input/Output connector

SPECIAL OFFER £279.95

CONTROL CENTRE

Instantly transform your Amiga 500 into an A1000/2000 'look a like' without any modification to the computer. Simply slip the 'control centre' over the Amiga 500 and by reason of its colour match and contour hugging design it becomes an integral part of the computer itself.

- Hides untidy connections at rear of A500
- Holds disk drives, genlocks etc...
- Easy access to joystick ports
- Monitor sits about A500

£54.95

BOOKS

Advanced Amiga BASIC.....	£18.95
Advanced Syst Prog Gde Amiga.....	£32.45
Amiga 3D Graphics Prog BASIC.....	£18.45
Amiga Applications.....	£16.95
Amiga Assembly Lang Prog.....	£14.45
Amiga BASIC Inside & Out.....	£18.95
Amiga C Advanced Programmers.....	£32.45
Amiga C for Beginners.....	£18.45
Amiga DOS Inside & Out.....	£18.45
Amiga DOS.....	£14.95
Amiga DOS Quick Reference.....	£8.95
Amiga DOS Ref Guide.....	£14.95
Amiga Desktop Video.....	£18.45
Amiga Desktop Video Guide.....	£18.45
Amiga Disk Drives Inside & Out.....	£27.95
Amiga For Beginners.....	£12.95
Amiga Gd Graphics Sound Teleco.....	£17.45
Amiga Graphics Inside & Out.....	£32.45
Amiga Hardware Ref Manual Rev.....	£21.95
Amiga Machine Lang Guide.....	£21.95
Amiga Machine Language.....	£14.95
Amiga Microsoft Basic Prog Guide.....	£18.45
Amiga Prog Handbook Vol. 1.....	£24.95
Amiga Prog Handbook Vol. 2.....	£23.95
Amiga Programmers Guide.....	£17.45
Amiga Programmers Inside.....	£20.45
Amiga ROM Kernel Ref Man Autod.....	£28.95
Amiga ROM Kernel Ref Manual.....	£29.95
Amiga ROM Kernel Ref Man Lib.....	£32.95
Amiga System Programmers Guide.....	£32.95
Amiga Tricks and Tips.....	£14.95
Becoming an Amiga Artist.....	£18.45
Beginners Guide to the Amiga.....	£16.95
Compute's 1st Book of Amiga.....	£16.95
Compute's 2nd Book of Amiga.....	£16.95
Elementary Amiga BASIC.....	£14.95
Inside Amiga Graphics.....	£16.95
Inside the Amiga with C 2nd Ed.....	£24.50
Kickstart Guide to the Amiga.....	£13.95
Kids & the Amiga.....	£15.95
Mapping the Amiga.....	£20.95
More Tips & Tricks for Amiga.....	£18.45
Programmers Guide to the Amiga.....	£23.95

PROFESSIONAL AMIGA SOFTWARE

9 out of 10.....	£29.95
Animator/Images.....	£89.95
Animator.....	£39.95
Animator 3D.....	£99.95
Arena Accounts.....	£149.95
C-Light.....	£39.95
Comic Setter.....	£44.95
Deluxe Paint II.....	£49.95
Deluxe Paint III.....	£64.95
Deluxe Print 2.....	£39.95
Deluxe Music Construction.....	£54.95
Deluxe Productions.....	£99.95
Deluxe Photolab.....	£54.95
Deluxe Video.....	£65.95
Digipaint III.....	£54.95
GFA Basic Compiler.....	£39.95
GFA Basic Interpreter III.....	£39.95
Hisoft Devpac V2.....	£42.95
Hisoft Lattice C.....	£175.95
Home Accounts.....	£22.95
Home Office Kit.....	£104.95
Instant Music.....	£21.95
K-Data.....	£34.95
K-Gadget.....	£19.95
K-Seka.....	£29.95
K-Spread III.....	£75.00
K-Text.....	£14.95
Kind Words V2.....	£33.95
Mailshot Plus.....	£40.95
Music X.....	£169.00
Photon Paint 2.....	£54.95
Produta.....	£59.95
Protext.....	£64.95
Publishers Choice.....	£74.95
Quartet.....	£39.95
Starter Kit.....	£54.00
Superbase Personal.....	£54.95
Superbase Personal II.....	£65.95
Superplan.....	£69.95
TV Show.....	£59.95
Word Perfect.....	£185.00
Workbench 1.3.....	£15.00
Zoetrop (5 in 1 package).....	£79.95

LEISURE SOFTWARE

688 Attack Sub.....	£16.99
*Action Stations.....	£19.99
*Adidas Championship Football.....	£16.99
Amos - Game Creator.....	£35.99
Anarchy.....	£14.99
Answer Back Junior Quiz.....	£15.99
Atomix.....	£13.99
Ant Heads Data Disk.....	£11.99
*A.W.E.S.O.M.E.....	£23.99
Back to the Future II.....	£16.99
Battlemaster.....	£16.99
Battle of Britain (Finest hour).....	£19.99
Battle Squadron.....	£16.99
Battle Chess.....	£16.99
*Battle of Austerlitz.....	£16.99
Black Tiger.....	£16.99
*Betrayal.....	£19.99
Better Spelling (8-Adult).....	£18.95
*Blade Warrior.....	£16.99
Blood Money.....	£16.99
Bloodwych.....	£16.99
Block Out.....	£13.99
Breach 2.....	£16.99
Bridge Player 2150.....	£19.99
BSS Jane Seymour.....	£16.99
*Cadaver.....	£16.99
*Carthage.....	£16.99
Castle Master.....	£16.99
Castle Warrior.....	£16.99
Champions of Krynn.....	£19.99
Chase HQ.....	£16.99
Chess Champion 2175.....	£19.99
Codename Iceman.....	£27.99
Conqueror.....	£17.45
Colonels Bequest.....	£27.99
Corporation.....	£16.45
*Cartoon Capers.....	£14.99
*Chrono Quest II.....	£19.99
Cyberball.....	£14.99
Days of Thunder.....	£16.99
Discover Chemistry.....	£13.99
Discover Numbers.....	£13.99
Discover the Alphabet.....	£13.99
Distant Suns.....	£37.99
Dragons Breath.....	£19.99
Dragons of Flame.....	£16.99
Drakhen.....	£19.99

Dungeon Master.....	£16.99
Dungeon Master Editor.....	£8.99
Dynasty Wars.....	£16.99
Dwyer 07.....	£13.99
East v West.....	£16.99
Elite.....	£19.99
Emlyn Hughes Int. Soccer.....	£16.99
F-19 Stealth Fighter.....	£16.99
E-Motion.....	£16.99
Everton F.C. Intelligens.....	£14.99
F-16 Combat Pilot.....	£16.99
F-19 Stealth Fighter.....	£19.99
F-29 Retaliator.....	£16.99
Fighter Bomber.....	£19.99
Falcon.....	£19.99
Falcon Mission 1.....	£14.99
Falcon Mission 2.....	£14.99
Flood.....	£16.99
*Final Battle.....	£16.99
Fiendish Freddy.....	£16.99
Fire & Brimstone.....	£16.99
Flimbo's Quest.....	£16.99
Fire Brigade.....	£19.99
French Mistress.....	£15.99
Fun School II (under 6's).....	£13.99
(6 to 8's).....	£13.99
(Over 8's).....	£13.99
Fun School 3 (under 5's).....	£16.45
(5 to 7's).....	£16.45
(Over 7's).....	£16.45
Future Wars.....	£16.99
German Master.....	£16.99
Ghostbusters II.....	£16.99
Gold of the Realm.....	£14.99
Grand National.....	£13.99
Grand Prix Circuit.....	£16.99
Gunship.....	£16.99
Hammerfest.....	£16.99
Hardball 2.....	£16.99
Heroes.....	£19.99
Herewith the Clues.....	£16.45
Heroes Quest.....	£24.99
Harley Davidson.....	£19.99
Hot Rod.....	£16.99
House of Shadow.....	£16.99
Honda RVF.....	£16.99
Hypermania.....	£16.99

Imperium.....	£16.99
Impossible.....	£14.99
Indiana Jones Adventure.....	£16.99
Indiana Jones Action.....	£14.99
Infestation.....	£16.99
International 3D-Tennis.....	£16.99
*Int. Soccer Challenge.....	£16.99
It Came from the Desert.....	£20.99
Ivanhoe.....	£16.99
Jack Nicklaus Golf.....	£16.99
Jack Nicklaus Int. Courses.....	£10.99
Jumping Jackson.....	£13.99
Kick Off.....	£13.99
Kick Off 2.....	£16.99
Khalaan.....	£17.45
Kings Quest Triple Pack.....	£24.99
Kings Quest IV.....	£24.99
Klax.....	£14.99
Knights of Crystallion.....	£19.99
Lost Ninja 2.....	£16.99
Leisure Suit Larry.....	£14.99
Leisure Suit Larry 2.....	£24.99
Leisure Suit Larry 3.....	£27.99
Loom.....	£19.99
*Legend of the Lost.....	£16.99
Lost Patrol.....	£16.99
Lombard RAC Rally.....	£16.99
Magic Maths (4-8yrs).....	£18.99
Manhunter.....	£19.99
Manhunter 2.....	£19.99
Manchester United.....	£16.99
Maniac Mansion.....	£16.99
Maths Mania (8-12yrs).....	£18.99
Matrix Marauders.....	£14.99
Mega Maths.....	£19.99
Midnight Resistance.....	£16.99
Midwinter.....	£19.99
Might & Magic 2.....	£19.99
*Murder.....	£19.99
*Necronom.....	£16.99
Newcomer.....	£19.99
New Zealand Story.....	£16.99
New York Warriors.....	£19.99
Ninja Spirits.....	£16.99
Ninja Warriors.....	£16.99
Nuclear War.....	£17.45
Operation Stealth.....	£16.99

Overrun.....	£20.90
*Oriental Games.....	£16.99
Pipemania.....	£16.45
Pirates.....	£16.99
Photon Storm.....	£13.99
Player Manager.....	£13.99
Police Quest.....	£17.45
Police Quest 2.....	£24.95
Pools of Radiance.....	£20.90
Populous.....	£16.99
Populous Data Disk.....	£9.99
Primary Maths Course.....	£19.99
Precious Metal.....	£16.99
Projectile.....	£16.99
Pro Tennis Tour.....	£16.99
Puzzle Book.....	£13.99
Pyramix.....	£13.99
Rainbow Islands.....	£16.99
Red Storm Rising.....	£16.99
Resolution 101.....	£17.45
Rick Dangerous.....	£16.45
*Rick Dangerous II.....	£16.99
Rings of Medusa.....	£17.99
Rorkes Drift.....	£16.99
Rotox.....	£16.99
Second Front.....	£20.90
Shadow of the Beast.....	£16.45
Shadow of the Beast II.....	£23.99
Shockwave.....	£16.99
Silkworm.....	£14.99
Shadow Warriors.....	£16.99
Sherman M4.....	£17.45
Sim City.....	£19.99
Sim City Terrain Editor.....	£11.95
Skid 2.....	£14.99
*Sly Spy.....	£16.99
*Snowstrike.....	£19.99
Space Ace.....	£32.95
Space Quest 1.....	£17.45
Space Quest 2.....	£17.45
Space Quest 3.....	£24.99
Space Rogue.....	£19.99
Spell Book (4-9 yrs).....	£13.99
Star Wars Trilogy.....	£20.95
*Street Hockey.....	£16.99
Stunt Car Racer.....	£16.99
Sword of Aragon.....	£19.99

Sword of Twilight.....	£19.99
*Starblade.....	£16.99
Storm Lord.....	£13.99
Teenage Mutant Turtles.....	£24.95
Tennis Cup.....	£16.99
Test Drive 2.....	£16.99
Test Drive Euro Challenge.....	£11.99
*The Killing Game Show.....	£16.99
The Punisher.....	£16.99
*The Spy Who Loved Me.....	£16.99
*The Ultimate Ride.....	£16.99
Theme Park Mystery.....	£16.99
Third Courier.....	£16.99
Thrill Time Platinum II.....	£19.99
Thunderstrike.....	£16.99
Tie Break.....	£16.99
Turrican.....	£13.99
Tusker.....	£16.99
The Plague.....	£16.99
TV Sports Football.....	£19.99
TV Sports Basketball.....	£19.99
Time Soldier.....	£16.45
Toobin.....	£14.99
Treasure Trap.....	£16.99
Triad III.....	£19.99
*Ultima V.....	£19.99
*UMS 2.....	£19.99
Unreal.....	£19.99
Untouchables.....	£16.99
Ultimate Golf.....	£16.99
*Universe 3.....	£16.99
Venus Fly Trap.....	£13.99
War Head.....	£16.99
*War Jeep.....	£16.99
Wayne Gretzky Hockey.....	£19.99
*White Death.....	£19.99
Wild Streets.....	£16.99
Xenomorph.....	£16.99
Xenon II Megablast.....	£16.99
Xenophobe.....	£16.99
X-OUT.....	£14.99
Web of Terror.....	£13.99
Zombi.....	£16.99

LATEST RELEASES

Better Spelling (8-Adult).....	£19.95
*Blade Warrior.....	£15.90
Block Out.....	£13.90
*Bomber.....	£21.90
*Breach 2.....	£17.45
*Budokhan.....	£17.45
*Cartoon Capers.....	£14.90
*Chrono Quest II.....	£19.90
Codename Iceman.....	£27.99
Colonel's Bequest.....	£27.99
Combo Racer.....	£17.45
Conquest of Camelot.....	£27.99
Discover Chemistry.....	£13.90
Discover Numbers.....	£13.90
Discover Maths.....	£13.90
Discover the Alphabet.....	£13.90
East v West.....	£16.99
Flimbo's Quest.....	£17.45
Heroes.....	£21.95
Khalaan.....	£16.99
*Kid Gloves.....	£15.90
Magic Maths (4-8 yrs).....	£19.95
Maths Mania (8-12 yrs).....	£19.95
*Matrix Marauders.....	£15.90
Might & Magic.....	£21.95
Neuromancer.....	£17.45
Photon Storm.....	£13.90
Pirates.....	£17.45
Punisher.....	£16.99
Puzzle Book.....	£13.90
Pyramax.....	£13.90
*Sonic Boom.....	£17.45
Spell Book (4-9 yrs).....	£13.90
*Starblade.....	£17.45
Storm Lord.....	£13.90
*The Killing Game Show.....	£15.90
The Plague.....	£16.99
Turrican.....	£13.90
Tusker.....	£17.45
Unreal.....	£19.99

24 hour hotline for credit card orders



All prices subject to change without notice

All goods subject to availability. Titles marked * may not be released and will be sent on the day of release (subject to availability).

SALES HOTLINE

0923 89 69 69/071 381 6618

To order: Please send cheque/PO/Access or Visa details to SK Marketing Ltd, 13 Moneyhill Parade, Uxbridge Road, Rickmansworth, Herts, WD3 2BE.

All prices include VAT and carriage is free (UK mainland)

South London:
10 Fulham Broadway
London SW6 1AA
Tel: 071 381 6618
Fax: 071 381 0528

North London:
13 Moneyhill Parade
Uxbridge Road
Rickmansworth
Herts WD3 2BE
Tel: 0923 896969
Fax: 0923 771058

PERSONAL CALLERS WELCOME AT BOTH SHOWROOMS

MONDAY-SATURDAY 9.30am - 5.00pm

CadaverTM



Deep in the heart of darkness lies a swamp. In the centre of the swamp there stands a castle. And deep inside the castle the Necromancer waits.

His history is steeped in blood: A feud between the kingdom's heirs, a battle won by magic and a massacre that stained the battlements red with blood. In the aftermath many adventurers tried to unravel the enigma. None returned alive.

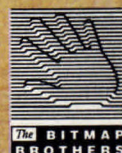
But fate has nurtured a hero. No valiant knight or swarthy soldier but a liar, a mercenary and a thief. Karadoc the dwarf is destined to go where men have failed, to come face to face with the Necromancer and probe the darkest mystery known to man. His motive? Not honour or love or a personal feud; not a crusade against evil or a deep hatred of Necromancy; but treasure! and Castle Wulf is bursting at the seams with it... Cadaver is the interactive fantasy adventure you've been waiting for. Stumble through a labyrinth of age-old passageways, explore the mystic contents of Wulf's secret rooms, battle to the death with hideous monsters, grapple with supernatural traps and puzzle over the enigmatic spells of Necromancy.

- A complex interactive game environment with hundreds of different rooms and locations.
- Mind-bending puzzles.
- A wide variety of available weapons.
- An array of spells and mysterious magic potions.
- A vast menagerie of monsters, including mutated rats, man-size water lizards and gigantic fire-breathing dragons.

Cadaver – survive it and it's an experience you'll never forget.

Image Works Irwin House,
118 Southwark Street,
London SE1 0SW,
Telephone 071 928 1454
Fax 071 583 3494

Screen Shots from Atari ST version
© 1990 Mirrorsoft Ltd © 1990 The Bitmap Brothers



mph



COMPUTER SPECIALIST

10 Chandlers Court, Eaton, Norwich NR4 6EY

Telephone: Norwich (0603) 503382



DISKS! DISKS! DISKS! DISKS!

10 3.5" Disks£6.75
 25 3.5" Disks£15.00
 50 3.5" Disks£28.00
 100 3.5" Disks£54.00
 80 Capacity Boxes£6.50

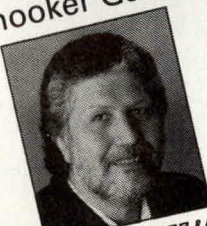
10 5.25" Disks£3.80
 25 5.25" Disks£9.00
 50 5.25" Disks£17.00
 100 5.25" Disks£32.00
 100 Capacity Boxes£6.50

ALL DISKS COME WITH 2 FOR 1 LIFETIME GUARANTEE: 3.5" MADE BY SONY

CALL FOR PRODUCTS NOT LISTED	GAMES RRP MPH £19.99 £14.50 £24.99 £18.50	ATARI LYNX NOW ONLY £157.99
WE CAN OBTAIN ANYTHING WITHIN 48 HOURS	MOST RELEASED GAMES IN STOCK NEW GAMES SENT ON DAY OF RELEASE	LYNX GAMES RRP MPH £29.99 £22.00 £34.99 £25.50
ST PD CATALOGUE DISK £1.00		

3 GREAT EASY-TO-ENTER TELEPHONE CONTESTS

POT £250*
GIVE US A BREAK
 with Dave Lee Travis
 Play Radio 1's
 Snooker Game



Answer trivia
 questions to
 pocket the
 cash prize!

0898 333 480
*This month. A tie-breaker answer is required

**TELLY
ADDICTS**
© BBC 1989

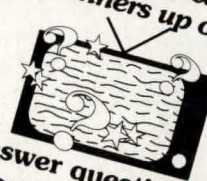
ANSWER T.V. TRIVIA
 QUESTIONS AND WIN
£250*



Play Telly
 Addicts
 with Noel
 Edmonds
 Dial

0898 333 482
*This month. A tie-breaker answer is required
 T.V. Format devised by John King

SOAP
 - trivia -
 Win £100 cash! *
 + 5 runners up of £10



Answer questions on
 Coronation Street,
 Eastenders,
 Neighbours or
 Home and Away
 and you could
 win £100.

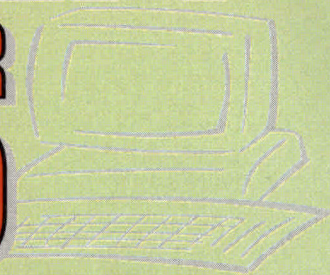
0898 333 481
* this month

*Pick up your phone
 -and play it today!*

Calls cost 33p per min cheap, 44p per min at all other times. Legion Telecom Ltd. PO Box 180 Guildford.

COMPUTER SHOPPER SHOW '90

Wembley, London • 6-9 December



6th to 9th December
Wembley
Conference
Centre

AMIGA owners who fancy themselves as a budding Gazzer or Gary can pit their skills against the nation's best with a chance to compete in The European Cup of the computer world at

December's Computer Shopper Show.

The Computer Football Association are holding the quarter finals, semi finals and finals of their 1990 CFA Challenge Cup at Shopper using Anco's Kick Off and Kick Off 2 soccer simulations. The winner will receive the challenge cup and a £1,000 prize. The runner up will also receive a trophy and £500 while the last 16 will scoop medals and £100 each.

There are also plans to fly in the computer football champions from France, Italy and Germany to

make it a real European Cup for Wembley.

Preliminary rounds are to be held at a number of venues around the country with the final rounds at Shopper on Sunday, December 9. Entries close on October 17 with the first rounds of the competition on November 3. For more details ring 081-751 5999.

Leading suppliers in the Commodore Amiga world will be on hand at Shopper with more than 100 of the 280 stands offering Amiga related products to ensure that the show lives up to its reputation as the ultimate one-

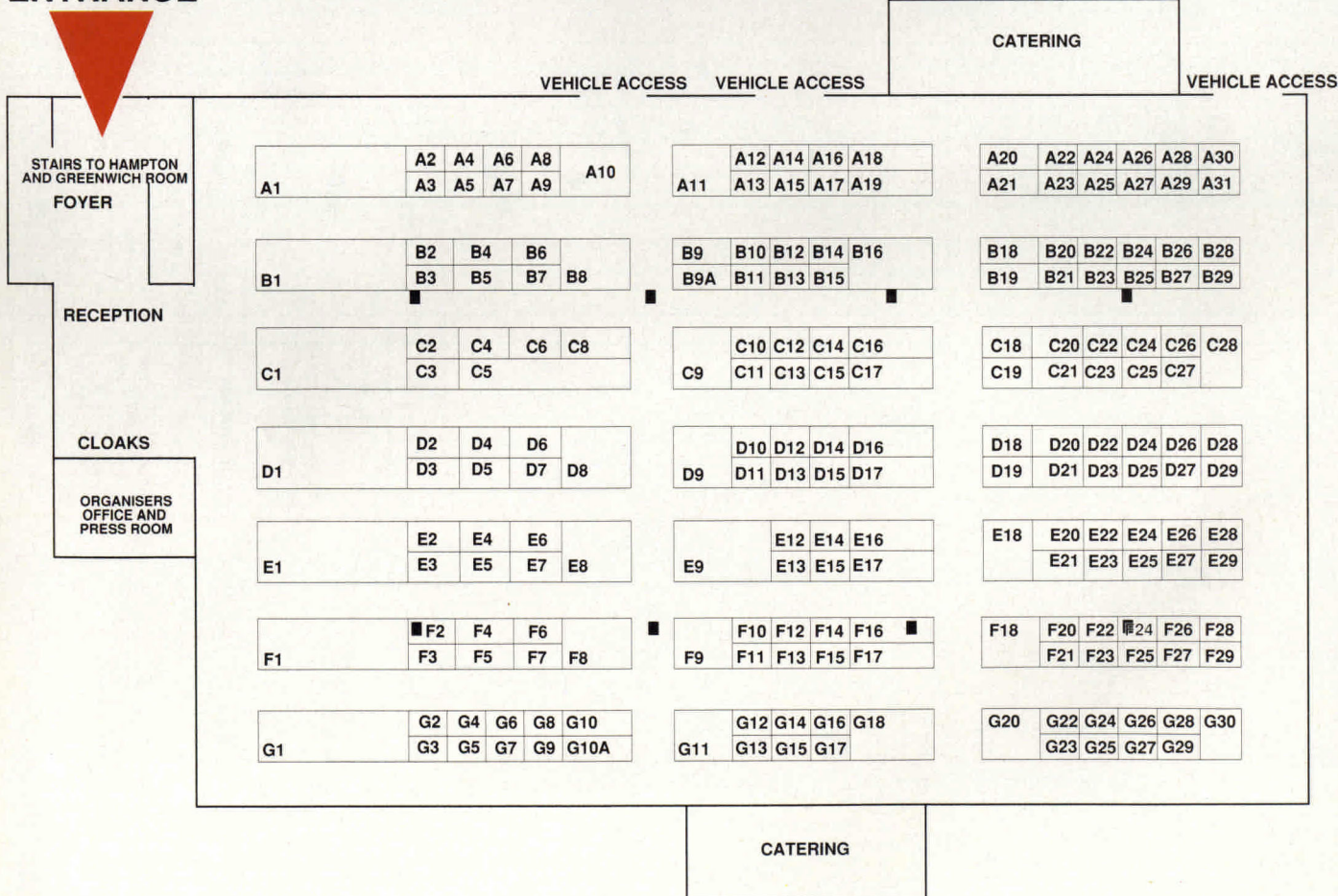
stop shopping venue for both hardware and software Christmas bargains.

Household names in the Amiga market who have already committed to the show include CDS Software, Database/Mandarin Software, Delta Leisure, Digita International, Dowling Computers, Evesham Micros, HiSoft, GFA Data Media, Impressions, Mindscape, Ocean, Real Things, Rombo, US Action and Virgin Mastertronic.

The 1990 event will also feature a major advice centre from where experts, including leading Amiga exponents, will

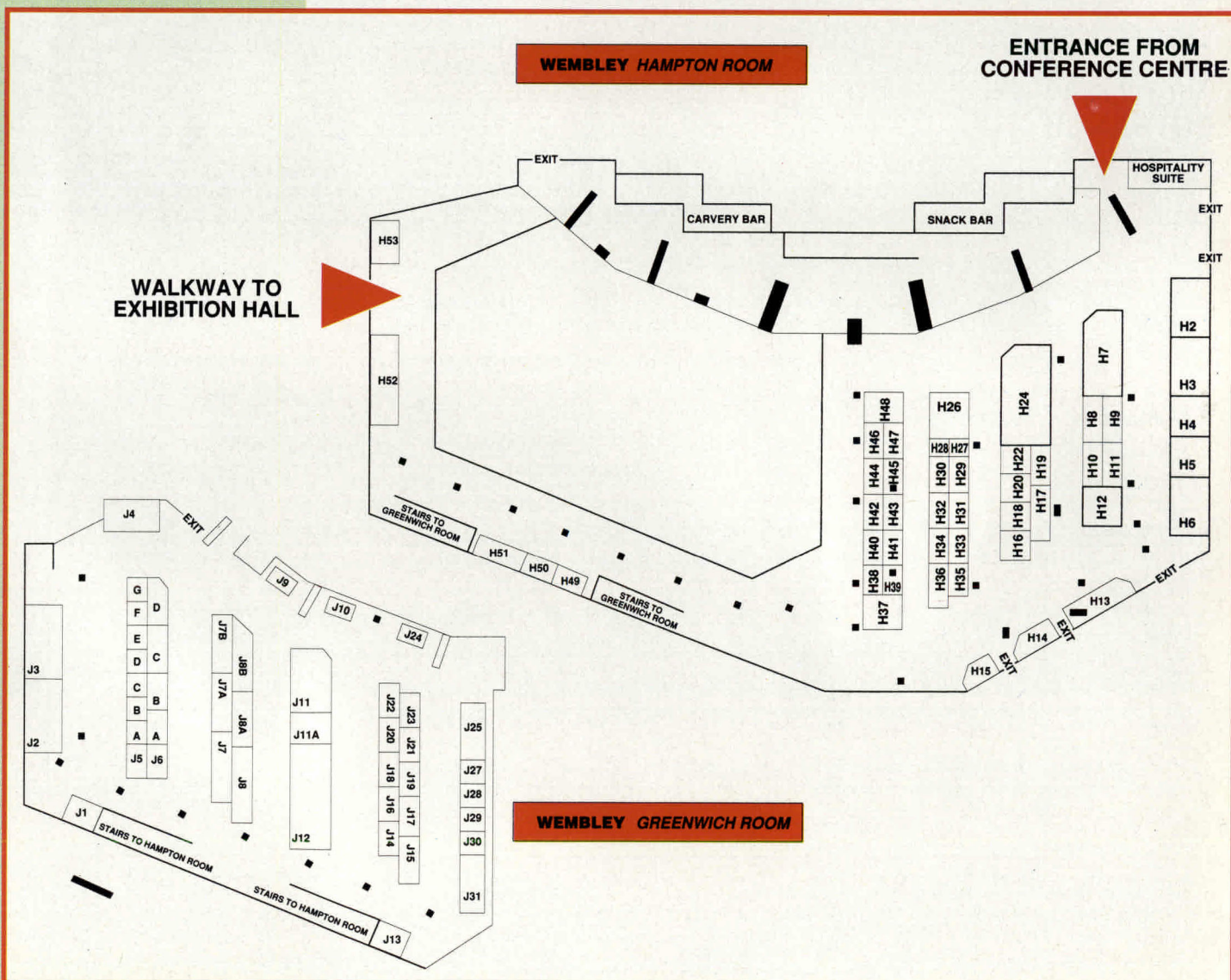
WEMBLEY EXHIBITION HALL

VISITORS' ENTRANCE



Organised by Blenheim Database Exhibitions and sponsored by Computer Shopper magazine, the show runs from December 6 to 9. The move to Wembley Conference Centre from its original venue of Alexandra Palace and the addition of an extra day follow the unprecedented success of last year's inaugural event. It attracted a total of 26,658 visitors, a figure verified by the Exhibition Audience Audits Company and featured special offers estimated to be worth in excess of £1,000,000. Up to 40,000 visitors are expected at this year's show.

A & S Distribution	E14/E16	Dolan Electronics	A16	Nadi Systems	G22
Ato Z Computer Services	C11/C13	Dowling	E15 / E17	Naga Trading	B12
Acolyte	E13	DS Computer Supplies	E4	Nasa Promotions	F28
Acorn	J12	ECA	A28	Nhancer	D13 / D15
ACSL	B18	Eclipse Micro Supplies	C8	Nintendo / San Serif	H24
Admire	F8	Electro Music Research	J9	Norwich Computer Services	J23
Advantage	G20/G21	Encyclopedia Britannica	B19	Office of Data Protection Registrar	E2
Akom/LCL	A9	European Peripheral Distribution	A6	Olivetti	A1
Aladdin Computers	A5	Evesham Micros Centre	G18 / G19	OMD	D
Abiac	J6	First Stop Computer Supplies	A22 / A24	PC Independent User Group	D1
Allied Dunbar	D19	Folio Shareware	G12 / G13 / G14	PC Serve	C2 / C4
Amfas Computer Software	A7	Fourth Dimension / Impact Software	J8	PML	F29
Amstrad/Amstrad User Club	D1	Future Publishing	A10	PRES	J14 / J15
Anco Software	H37	GFA	G29	Print Rite	A23
Andromeda	H34	GST Software	C5 / C7 / C8a	Professional Solutions	D17
AR Enterprises	A19	Gasteiner Technologies	C6	Proton Software	E26 / E28
Arc Software (Atari UK)	H16	Gemini Shareware	H2	Public Dominator	E12
Arnor	C17	Hampshire Microcomputers	F10	QD Enterprises / The Serial Port	J22
B Bytes	J6B	Harpers	C3	Real Things	F11
BCS	G16	HiSoft	G30 / G31	Redka	A8
Beebug Ltd	J25/26	Hi-Tec Modems	A30	Riverdene PDL	G8
Belgravia Data	B17	Hywin Media	C20	Rombo	F16
Bits 'n' Bytes	E19	Impressions	B4	Scribe Software	B9a
Blackmore Electronics	C10	JSC Systems	A27 / A29	SDC	D2 / D4 / D6
Blackstuff Ltd	A15	Jen Grove	B24 / B26	SDL	B1 / B3
CDS Software	A26	Kador	B28	Sega	C1
Cal Abco	E3	Kuma Computers	G2	Senlec PD Library	G27
Calderglen Computers	J11a	Leax Hardware	F2	SK Marketing	D5 / D7
Cambridge International Software	J24	Lindis International	J31	Sky Office Supplies	B16
Care Electronics	C19	Logic Sales	A18	Softcover International	C9
Caspell Computers	B5	Mandarin	D8	Softville	C28 / C29
Chamber of Commerce	H21	Manor Court Supplies	G10a	Software Selection	F4 / F6
City Desk	A25	Margin Maker	D3	South West Software Library	B29
Clockwork Software	G6	MCD Software Ltd	B11 / B13 / B15	Supertech Systems	B6
Composit Software	G23/G25	MD Office Supplies	A11	Supervision Electronic	A31
Compo Software	F21/F23	Media Change	G6	Systematic	E5 / E6 / E7
Compumail / Compusys	E1	Media Direct	G4	Technomatic	C23 / C25
Computer Concepts	J7	Media Value	G3	Themis UK	J4
Computer Disks and Ribbons Ltd	G5 / G7 / G9	Mediaware	E8	The Software Squad	C12 / C14
Computer Manuals	C16 / C18	MFM	H15	Third Coast Technologies	B8
Computer Shopper Advice Centre	F1	Micro Anvika	G24 / G26 / G28	Tofware International	F20 / F22
Computing Plus	A3	Micro Media Computer Supplies	E29	Topologica	J5a
Concilia Micro Systems	J10	Micromart (UK) Ltd	F3	Traderdesk	A20
Condor Computers	G11	Microshack	F12 / F13 / F14 / F15	TurboSoft	A12 / A14
Confidential Computer Services	A21	Micro Smart	F18 / F19	UK Home Computers	D23 / D25
Creative Technology	G15 / G17	Microtec	H19	US Action	B9
Dab Hand Computing	J11	Microtext	B7	Videk	A2 / F17
Dabs Press	J6a	Miles Better Software	E18	Vine Micros	G10
Database Publications	E9 / E10 / E11	Mindscape	D10 / D11	Virgin Mastertronic	C1
Delta Leisure	F9	Minerva Systems	J16 / J18	VNU Publications	D20 / D22
Dennis Publishing	D12 / D14 / D16	MMDI	H26	Westoning Ltd	A13
Dept. of Trade and Industry	H21a	Moore Business Systems	F5 / F7	Wight Scientific	A4
Diamond Computers	G21	Multiplex	C1a / C1b	Wild Vision	J27
Digiserve	D21	Mutant Software	B14	WTS Electronics	D28
Digitia International	B2	Nada Concepts Ltd	D29	XL Sales and Marketing	H33



**WORLDWIDE
SOFTWARE**
106A Chilwell Road, Beeston,
Nottingham, NG9 1ES



**WORLDWIDE
SOFTWARE**



**WORLDWIDE
SOFTWARE**
106A Chilwell Road, Beeston,
Nottingham, NG9 1ES

- FREE Catalogue Disk (Plus latest demos when available) with every order over £10.00
- All orders despatched by 1st class post
- 7 day 24 hour ordering
- Quality products at keenest prices
- Credit card accounts debited only on despatch of goods
- Complete customer satisfaction is our aim

Order by Telephone: Credit card order lines
0602 252113 0602 225368
by Fax: Fax your order with credit card details
0602 430477
by Mail: Send payment with order

Please give your name, address, telephone no., software title, price advertised and computer type.

Worldwide Pack 1

Amiga Second Drive
+ Any three software titles with our
advertised price of £17.95 or less
ONLY £109.99

Worldwide Pack 2

Amiga Second Drive
+ Any two software titles with our
advertised price of £17.95 or less
ONLY £99.99

Worldwide Pack 3

Amiga 1/2 meg upgrade
+ Any two software titles with our
advertised price of £22.95 or less
ONLY £89.99

AMIGA SOFTWARE

Maths Mania	17.95
Mathtalk (5-13 years)	17.95
Matrix Marauders	14.95
Mean Streets	17.95
Midnight Resistance	17.95
Midwinter	22.95
Might and Magic 2	22.95
Monty Python	17.95
Moonblaster	17.95
Mr Doo Run Run	11.99
Murder	17.95
Music X Junior	68.95
Necronom	17.95
Neuromancer	17.95
Never Ending Story	22.95
New York Warriors	14.95
Night Breed	17.95
Ninja Spirit	17.95
Ninja Warriors	14.95
Nitro	17.95
Off Road Tacer	17.95
Oops Up	17.95
Operation Harrier	17.95
Operation Spruance	17.95
Operation Stealth	17.95
Operation Thunderbolt	17.95
Oriental Games	17.95
Overrun	22.95
Pang	17.95
Paradroid 90	17.95
Pipemania	17.95
Pirates	17.95
Plotting	17.95
Police Quest 2 (1 Meg)	26.95
Pools of Radiance	22.95
Populous New Worlds	7.99
Populous	17.95
Powerboat USA	17.95
Powermonger	22.95
Pro Tennis Tour	17.95
Prof Looks at new Words	14.95
Prof Plays a new Game	22.95
Projectyle	17.95
Punisher	14.95
Rainbow Islands	17.95
Red Storm Rising	17.95
Resolution 101	17.95
Rick Dangerous 2	17.95
Rings of Modusa	22.95

AMIGA SOFTWARE

Robocop 2	17.95
Rogue Trooper	17.95
Rorkes Drift	17.95
Second Front	22.95
Shadow of the Beast 2	28.95
Shadow of the Beast	17.95
Shadow Warriors	17.95
Shock Wave	17.95
Silent Service	17.95
Sim City Terrain Editor	14.99
Sim City	22.95
Simulcra	17.95
Sly Spy Secret Agent	17.95
Snowstrike	17.95
Sound Express Sampler	34.95
Speedball 2	17.95
Spell Book (4-9 years)	14.95
Spell Bound	14.95
Spy Who Loved Me	17.95
Star Command	22.95
Starblade	17.95
Starflight	17.95
Storm Across Europe	22.95
Stormovik	22.95
Street Hockey	17.95
Stunt Car Racer	17.95
Super League Manager	17.95
Supremacy	22.95
Sword of Aragon	22.95
Tarot	17.95
Team Yankee	17.95
Teenage Mutant Turtles	29.99
Test Drive 2 California Challenge	11.99
Test Drive 2 Europe Challenge 1 Meg	11.99
Test Drive 2 Musclecars	11.99
Test Drive 2 The Duel	17.95
The Cyclos	17.95
The Immortal	17.95
The Keep	17.95
The Plague	17.95
The Punisher	14.95
The Ultimate Ride	17.95
Their Finest Hour Battle Britain	22.95
Things to do with numbers (5-10 years)	14.95
Things to do with Words (5-12 years)	14.95
Thunderstrike	17.95
Tie Break	17.95
Time Machine	17.95
TNT Compilation	22.95

AMIGA SOFTWARE

Toki	17.95
Torvak the Warrior	17.95
Total Recall	17.95
Tournament Golf	17.95
Triad Volume 3	22.95
Turn It	14.95
Turrican	14.95
TV Sports Baseball	22.95
Ultima 5	22.95
UN Squadron	17.95
Universe 3	17.95
Unreal	22.95
U.M.S. 2	22.95
Vaxine	17.95
Vendetta	17.95
Venus the Flytrap	14.95
Viking Child	17.95
Voodoo Nightmare	17.95
War Jeep	17.95
Warhead	17.95
Webb of Terror	14.95
Welltris	17.95
White Death	22.95
Wings of Fury	17.95
Wings (1 Meg)	22.95
Wonderland	22.95
World Soccer	7.99
Xiphos	17.95
Yolanda	14.95
Zirlux	14.95

BUDGET TITLES

Nitro Boost	4.99
On Safari	4.99
Operation Neptune	4.99
Pro Powerboat Sim	4.99
R Type	7.99
Rock Star Ate My Hamster	4.99
Sidewinder 2	4.99
Skrull the Barbarian	4.99
Spidertronic	4.99
Super Hang On	7.99
Super Ski Challenge	4.99
Superbike Transam	4.99
Treasure Island Dizzy	4.99
Turbo Cup	4.99
Wicked	4.99
Wizzball	7.99

CITIZEN PRINTERS

Citizen 120D Plus	185.00
Citizen Swift 9	230.00
Citizen Swift 24	320.00

(includes free connecting cable)

MANNESMANN TALLY PRINTERS

MT81 (130/26 cps 80 column)	159.00
MT130/9 (300/75 cps 9 pin 80 column)	399.99
MT130/24 (300/150 cps 24 pin 80 column)	499.99

(includes free connecting cable)

LOCKABLE DISK STORAGE BOXES

40 Disk Storage Box	7.95
80 Disk Storage Box	8.95
100 Disk Storage Box	9.95

JOYSTICKS

Cruiser (Black, Blue or Multicolour)	8.99
Quickshot 3 Turbo	9.95
Zip Stick Autofire	14.95
Competition Pro	12.95
Competition Pro Clear	13.95
Competition Pro Extra	14.95
Competition Pro Glo (Green)	17.49
Competition Pro Glo (Pink)	17.49
Cheetah 125 Plus	7.49
Racemaker	26.95
Speedking	9.99
Speedking Autofire	10.99

Europe (other than UK)

Shipping costs are
£1.50 per disc for normal airmail
£2.50 per disc for express airmail

Please make cheques or postal orders payable to **WORLDWIDE SOFTWARE**

All prices include postage and packing in the UK

Not all titles released at time of going to press. Titles and prices subject to change

Outside Europe shipping costs are

£200 per disc for normal airmail
£300 per disc for express airmail

LOGIC

COMPUTER STORES

LONDON
081 882 4942

PETERBOROUGH
0733 49696

CHESHUNT
0992 25323

Full range of AMIGA, ST, SEGA, 64, SPEC, AMSTRAD, PC, PCW, 2600, XL/XE, BBC

SUMMER SPECIALS

SECOND DRIVES FOR £59.95*

- TOP QUALITY CHINON DRIVE (same as fitted to Amiga)
- ENABLE/DISABLE SWITCH
- SLIM CASING
- EXTRA LONG DRIVE CABLE
- 1 MEG UNFORMATTED CAPACITY
- SIMPLE TO USE, JUST PLUG IN

* MAIL ORDER OFFER ONLY

EDUCATIONAL

Fun School II under 6's £11.95
Fun School II 6-8 years £11.95
Fun School II over 8's £11.95

AMIGA UTILITIES

Sonix Music Package ..£29.95
Superbase 2£29.95
Hoyles Book of Card
Games£19.95
K Data£19.95
Amiga Graphics Starter
Kit£24.95
K Words 2£29.95
K Spread£19.95

NEW

- ★ Top quality 500K Ram expansions
- ★ Battery backed up clock
- ★ Enable disable switch
- ★ Fast Rams
- ★ 1 year guarantee

500k with clock£49.95

500k without clock £59.95
inc VAT & P&P

**Monitor Swivel Stands, Disc Boxes,
Fastrack Boxes, Monitor Bridges,
Copy Holders, 24 Pin Printers -
All Reduced**

AMIGA SOFTWARE

John Lowe Darts	£9.95	Lords of the Rising Sun	£11.95
Archipegos	£4.95	Gravity	£9.95
Airborne Ranger	£14.95	Fighting Soccer	£8.95
Altered Beast	£9.95	Galaxy Force	£8.95
Blood Money	£8.95	Grand Prix Circuit	£9.95
Silent Service	£14.95	The Cycles	£9.95
Bloodwych inc data disc	£14.95	3D Pool	£14.95
Conflict Europe	£9.95	Arena	£9.95
Chambers Shoalin	£9.95	Barbarian II	£8.95
Cloud Kingdoms	£8.95	Baal	£4.95
Gin/Cribbage	£9.95	Capone	£7.95
Global Commander	£7.95	P.O.W.	£7.95
Kid Gloves	£8.95	Slayer	£5.95
Microprose Soccer	£14.95	Sonic Boon	£9.95
Carrier Command	£14.95	Steel	£5.95
Three Stooges	£11.95	Stryx	£7.95
Xenon 2	£9.95	Starblaze	£5.95
Terrys Big Adventure	£8.95	Stargoose	£4.95
Tracksuit Manager	£8.95	Star Ray	£4.95
Theme Park Mystery	£14.95	Triad Vol 2 (3 game comp.)	£11.95
Total Eclipse	£6.95	UMS	£9.95
Sorcerer Lord	£8.95	5th Gear	£5.95
Star Wars Trilogy	£11.95	Warp	£4.95
Zynaps	£7.95	War M/c	£3.95
Shadow of the Beast	£14.95	Windwaller	£11.95
Running Man	£9.95	Omega	£11.95
Persian Gulf Inferno	£8.95	Balance of Power	£14.95
Peter Beardsleys Soccer	£4.95	Deja-vu	£9.95
Lancelot	£7.95	Premier Collection 2	£14.95
Leisuresuit Larry 2	£19.95	Packland	£9.95
Menace	£4.95	Driving Force	£9.95

LOGIC - Everthing for the home computer

DISCS ● RIBBONS ● BOXES ● PRINTERS ● CABLES ● PAPER ● LEADS ● BOOKS ● SOFTWARE ● COMPUTERS
MONITORS ● DUST COVERS ● JOYSTICKS ● MICE ● POWER SUPPLIES ● SURGE PROTECTORS

WHERE TO BUY:

Either at - 19 The Broadway
The Bourne
Southgate
London
N14 6PH

Unit 6
Midgate
Peterborough
Cambs
PE1 1TN

5 Lynton Parade
Cheshunt
Herts
EN8 8LF

Or Mail Order
Logic Sales
5 Lynton Parade,
Chestnut, Herts EN8 8LF
Tel: 0992 640050

Postage + Packing - 1-3 items 75p, 4 or more £1.00

DELTA LEISURE (UK) Ltd.

Unit 27/28 Trent Business Centre, Canal Street, Long Eaton, Notts, NG10 4GA
Telephone (0602) 460760

1/2 MEG (AMIGA) UPGRADES ONLY £35.00
(WITHOUT CLOCK/WITH SWITCH)

SPECTRUM P.S.V.'s
ONLY £5.95

DISK BOXES

3.5 inch 40 Cap	£3.95
3.5 inch 80 Cap	£5.95
5.25 inch 100 Cap	£5.95

**ALL LOCKABLE
WITH DIVIDERS**

MICE & MATS

Amiga Mouse	£19.95
Atari ST Mouse	£19.95
IBM Compat	£29.95
Mouse Mats	£1.95

DISKS

3.5 DS/DD 135 TPI
only 39p each
5.25 DS/DD 48 TPI
only 25p each
5.25 DS/DD 96 TPI
only 29p each

**ALL 100% ERROR
FREE PIN No.**

JOYSTICKS

Quickshot I	£5.95
Quickshot II	£6.95
Quickshot Turbo	£7.95

**OTHERS FROM
£2.95**

All products carry an unconditional 3 month money back guarantee

AMIGA + ST EXTERNAL DISK DRIVE only £59.95 each

ALL PRICES INCLUDE POSTAGE AND PACKAGING & VAT

FOR FAST AND FRIENDLY SERVICE PHONE

DELTA LEISURE (UK) Ltd

on 0602 460760



SOFTMACHINE

HARDWARE

A500 SCREEN GEMS

Back to the Future II
Days of Thunder
Shadow of the Beast II
Nightbreed
Deluxe Paint II
£374.99

A 500 FLIGHT OF FANTASY

F29 Retaliator
Rainbow Islands
Escape from the Planet
of the Robot Monsters
Deluxe Paint II
£374.99

A 500 BATMAN PACK

Batman - The Movie
New Zealand Story
Interceptor
Deluxe Paint II
£374.99

AMIGA 500 FIRST STEPS

A501 Ram Expansion
Deluxe Paint II + Print II
Pro Write + Info File
Let's Spell at Home
Amiga Logo + Talking Turtle
Mouse Mat + 10 Blank Disks
£524.99

SOFTMACHINE STARTER PACK

Deluxe Mouse Mat
Tailored Dust Cover
Drive Head Cleaner
10 TDK MF2DD Disks
80 Cap Lockable Disc Storage Box
ONLY £29*
*When purchased with any Amiga
computer...Offer limited to 1
starter pack per Amiga purchased

CUMANA CAX 354
1Mb 3.5"
Disk Drive
£69.99

PERIPHERALS

Class of 90's.....	£524.99
1084S Colour Monitor.....	£259.99
A1011 Disc Drive.....	£89.99
A590 20Mb Hard Drive.....	£364.99
A501 Ram Exp/Clock.....	£89.99
A520 Modulator.....	£24.99
A1352 Mouse.....	£34.99
Philips 8833 Monitor.....	£244.99
Star LC-10.....	£169.99
Star LC-10 Colour.....	£214.99
Star LC-24 10.....	£249.99
Cumana 1Mb 3.5" Drive.....	£69.99
0.5 Mb Ram Expansion.....	£49.99
Hitachi Camera + lens.....	£219.99
Vidi Amiga.....	£97.50
Contriver Mouse.....	£19.99
Naksha Mouse.....	£29.99
10 x Sony Bulk 3.5".....	£8.99
10 x Sony MFD2 DD.....	£12.99
10 x TDK MF2DD 3.5".....	£12.99
3.5" Disk Head Cleaner.....	£3.99
3.5" 40 Cap Lockable Box.....	£5.99
3.5" 80 Cap Lockable Box.....	£7.99
3.5" 150 Cap Posso Box.....	£19.99
Monitor Stand.....	£14.99
Printer Stand.....	£12.99
Dust Cover.....	£4.99
Mouse Mat.....	£3.99
Deluxe Mouse Mat.....	£5.99
Std Printer Cable.....	£4.99
Deluxe Printer Cable.....	£6.99
4 Way Adaptor.....	£5.99
Mid Lead.....	£3.99
Std RS232.....	£5.99
Deluxe RS232.....	£7.99
Scart Cable.....	£11.99
ZipStick Prof.....	£13.99
ZipStick Prof + Autofire.....	£10.99
Navigator.....	£12.99
Speed King.....	£8.99
Speed King + Autofire.....	£10.99
Quickshot Turbo III.....	£8.99

688 Attack Sub.....	£16.99
Adidas Champ Football.....	£16.99
Adidas Tie Break.....	£24.99
After the War.....	£13.99
All time Favourites.....	£19.99
AMOS.....	£34.99
Amtago.....	£13.99
Anarchy.....	£13.99
Anthead Desert Disk.....	£10.99
Apprentice.....	£13.99
Astate.....	£13.99
Atomix.....	£13.99
Awesome.....	£24.99
Back to the Future II.....	£16.99
Balance of Power 1990.....	£16.99
Batman - The Movie.....	£16.99
Battlechess.....	£16.99
Battlemaster.....	£16.99
Beast II.....	£24.99
Betrayal.....	£16.99
Black Tiger.....	£16.99
Blue Angels.....	£16.99
Bomber.....	£19.99
Bomber Mission Disk.....	£10.99
Breach 2.....	£16.99
BSS Jane Seymour.....	£16.99
Budokan.....	£16.99
Cahal.....	£16.99
Castle Master.....	£16.99
Chase HQ.....	£16.99
Chess Champion 2175.....	£19.99
Chessmaster 2000.....	£16.99
Cloud Kingdom/Kid Gloves.....	£13.99
Codename Iceman.....	£26.99
Colonels Bequest.....	£16.99
Colorado.....	£16.99
Colossus Chess X.....	£16.99
Combo Racer.....	£16.99
Conqueror.....	£16.99
Conquest of Camelot.....	£26.99

SOFTWARE

Corporation.....	£16.99
Cyberball.....	£13.99
Damocles.....	£16.99
Dan Dare 3.....	£13.99
Days of the Vyper.....	£16.99
Days of Thunder.....	£16.99
Debut.....	£16.99
Distant Armies.....	£16.99
Dragons Breath.....	£19.99
Drakhen.....	£19.99
Double Dragon II.....	£13.99
Dynasty Wars.....	£16.99
Edition One.....	£16.99
E-Motion.....	£16.99
East v West.....	£16.99
Elite.....	£16.99
Emlyn Hughes Int Soccer.....	£16.99
Escape/Singles Castle.....	£29.99
Escape/Robot Monsters.....	£13.99
F16 Combat Pilot.....	£16.99
F29 Retaliator.....	£16.99
Falcon + Mission Disk 1.....	£24.99
Falcon Mission Disk 2.....	£13.99
Ferrari Formula 1.....	£16.99
Final Countdown.....	£16.99
Flight Simulator 2.....	£24.99
Flimbos Quest.....	£16.99
Flood.....	£16.99
Ghostbusters 2.....	£16.99
Ghosts 'N' Goblins.....	£13.99
Ghouls & Ghosts.....	£16.99
Gold of the Aztecs.....	£16.99
Gunship.....	£16.99
Hammerfist.....	£16.99
Hard Drivin.....	£13.99
Harley Davidson.....	£19.99
Herewith The Clues.....	£16.99
Heroes.....	£19.99
Hero's Quest.....	£24.99
Imperium.....	£16.99
Infestation.....	£16.99

International 3D Tennis.....	£16.99
Ironlord.....	£16.99
Italy 1990.....	£16.99
It Came From The Desert.....	£19.99
Ivanhoe.....	£16.99
Jack Nicklaus Golf.....	£16.99
Jumping Jackson.....	£13.99
Kick Off 2.....	£16.99
Killing Game Show.....	£16.99
Kings Quest 4.....	£26.99
Klax.....	£13.99
Last Ninja II.....	£16.99
Leisure Suit Larry III.....	£26.99
Loom.....	£19.99
Lost Patrol.....	£16.99
Mad Prof. Moriarti.....	£13.99
Magnum 4.....	£19.99
Manchester United.....	£16.99
Manhunter San Francisco.....	£19.99
Matrix Marauders.....	£16.99
Midnight Resistance.....	£16.99
Midwinter.....	£16.99
Night and Magic II.....	£19.99
Mr Do Run Run.....	£10.99
Neuromancer.....	£16.99
New York Warriors.....	£13.99
Night Breed.....	£16.99
Operation Stealth.....	£16.99
Operation Thunderbolt.....	£13.99
Oriental Games.....	£16.99
Pipe Mania.....	£16.99
Pirates.....	£16.99
Player Manager.....	£13.99
Police Quest 2.....	£16.99
Pool of Radiance.....	£19.99
Populous.....	£16.99
Populous Promised Lands.....	£6.99
Projectyle.....	£16.99
Pyramax.....	£13.99
Rainbow Islands.....	£16.99
Red Storm Rising.....	£16.99

Resolution 101.....	£16.99
Robocop.....	£13.99
Rotox.....	£16.99
Rorkes Drift.....	£16.99
Second Front.....	£19.99
Shadow Warriors.....	£16.99
Sherman M4.....	£16.99
Shockwaves.....	£16.99
Sim City.....	£19.99
Skidz.....	£13.99
Space Quest 2.....	£16.99
Spy Who Loved Me.....	£13.99
Starblade.....	£16.99
Super Cars.....	£13.99
Teenage Mutant Turtles.....	£24.99
Tennis Cup.....	£16.99
Test Drive 2 Cal Chall.....	£7.99
Test Drive 2 Supercars.....	£7.99
Test Drive 2 The Duel.....	£16.99
Their Finest Hour.....	£19.99
The Plague.....	£16.99
Thunderstrike.....	£16.99
Time Machine.....	£16.99
Triad 3.....	£19.99
Turrican.....	£13.99
Tusker.....	£16.99
TV Sports Basketball.....	£19.99
Ultimate Golf.....	£16.99
Universe 3.....	£16.99
Untouchables.....	£16.99
Unreal.....	£19.99
Venus.....	£13.99
Viking Child.....	£16.99
War Head.....	£16.99
Web of Terror.....	£13.99
Welltriss.....	£16.99
Wings.....	£19.99
Wings of Fury.....	£16.99
Wild Life.....	£13.99
World Cup Italia '90.....	£13.99
Xenomorph.....	£16.99

Please make cheques/postal orders payable to SOFTMACHINE. All items subject to availability.
All prices include V.A.T. & UK Delivery. All prices subject to change without notice. E.&O.E.

SOFTMACHINE

Dept. AA 11, 36 Guernsey Road, Sunderland SR4 9RR. Telephone: 091 385 7426



MICROBOTICS RAM
0.5Mb Ram Expansion
+ Dungeon Master
£49.99

K & M COMPUTERS

★ ★ THE BEST GAMES EVER ★ ★ THE BEST SERVICE ★ ★

688 SUBMARINE.....	16.90
ANARCHY.....	13.90
ANT HEADS (DATA).....	11.90
AIRBORNE RANGER.....	16.90
BATTLEHAWKS.....	16.90
BEACH VOLLEY.....	16.90
BACK TO FUTURE 2.....	16.90
BSS JANE SEYMOUR.....	16.90
BRIDGE PLAYER 2150.....	19.90
BLOODWYCH & DATA.....	16.90
BEAST 2 & T-SHIRT.....	26.90
BUGGY BOY.....	8.90
BUDOKAN.....	16.90
BALANCE OF POWER 90.....	16.90
BOMBER MISSION DISC.....	11.90
BREACH 2.....	16.90
BOMB JACK.....	8.90
BORADINO.....	19.90
CASTLE MASTER.....	16.90
CODENAME ICEMAN.....	26.90
CHESS CHAMP. 2175.....	19.90
COLONY.....	19.90
CONQUEROR.....	16.90
CARRIER COMMAND.....	16.90
CHAMPIONS OF KRYNN.....	19.90
COUNT DUCKULA.....	8.90
DAYS OF THUNDER.....	16.90
DRAGONS BREATH.....	19.90
DAMOCLES.....	16.90
D. MASTER EDITOR.....	8.99
D. MASTER CLUE BOOK.....	8.99
DOUBLE DRAGON 2.....	13.90
EAST V WEST.....	16.90
ELITE.....	16.90
EMLYN HUGHES SOCCER.....	16.90
FLIMBOS QUEST.....	16.90
FLOOD.....	16.90
FUTURE WARS.....	16.90
FUSION.....	8.90
GAZZAS SOCCER.....	16.90
GHOSTBUSTERS 2.....	16.90
GRAVITY.....	16.90
GOLD OF AMERICAS.....	16.90
GUNSHIP.....	16.90
HARLEY DAVIDSON.....	19.90
HIGHWAY PATROL 2.....	16.90
IMPOSSAMOLE.....	13.90
IMPERIUM.....	16.90
IRONLORD.....	16.90
INFESTATION.....	16.90
INTERPHASE.....	16.90
IT CAME F.T. DESERT.....	19.90
IVANHOE.....	16.90
JACK NICKLAUS GOLF.....	16.90
JACK NICKLAUS COURSE.....	19.99

JOCKEY WILSON DARTS.....	8.90
KLAX.....	13.90
KHALLAN.....	16.90
KNIGHTS/CRYSTALLION.....	19.90

**AMIGA SECOND DRIVE
WITH
THE BEAST
RVF HONDA
KICK OFF
BATTLE SQUADRON
ONLY
£99.00**

LORDS/RISING SUN.....	19.90
LOST PATROL.....	16.90
LAST NINJA 2.....	16.90
LOOM.....	19.90
LEADERBOARD COLL.....	16.90
L. SUIT LARRY 3.....	34.90
MIDWINTER.....	19.90
MATRIX MARAUDERS.....	13.90
M. NIGHT RESISTANCE.....	16.90
MANIAC MANSION.....	16.90
NEW YORK WARRIORS.....	13.90
NEVERMIND.....	13.90
OP. THUNDERBOLT.....	16.90
OPERATION STEALTH.....	16.90
PHANTASIE 3.....	16.90
PINBALL MAGIC.....	16.90
PIRATES.....	16.90
RED STORM RISING.....	16.90
RESOLUTION 101.....	16.90
RORKES DRIFT.....	16.90
RAINBOW ISLAND.....	16.90
REACH FOR THE STARS.....	16.90
SHADOW WARRIORS.....	16.90
STORM ACROSS EUROPE.....	19.90
SHERMAN M4.....	16.90
SWORD OF TWILIGHT.....	13.90
TUSKER.....	16.90
TIME.....	19.90
THEIR FINEST HOUR.....	19.90
TIE BREAK.....	16.90
TURRICAN.....	13.90
TIME MACHINE.....	16.90
THEME PARK MYSTERY.....	16.90
UNREAL.....	19.90
VULCAN.....	13.90
VENUS FLY TRAP.....	13.90
WINGS (1 MEG).....	19.90
WINGS OF FURY.....	16.90
WORLD TOUR GOLF.....	8.90
WORLD SOCCER.....	8.90
WAR IN MIDDLE EARTH.....	13.90

COMING SOON

The following games will be sent within 24 hours of release

SUPREMACY.....	19.90
FIRE & FORGET 2.....	16.90
POWERMONGER.....	19.90
KICK OFF.....	13.90
KICK OFF (1 MEG).....	16.90
CHUCK YEAGERS.....	16.90
THE SPY WHO LOVED ME.....	16.90
ELVIRA.....	19.90
MONTY PYTHON.....	16.90
MAGIC FLY.....	16.90
XIPHOS.....	16.90
NINJA TURTLES.....	19.90
EXTASE.....	13.90
TEAM YANKEE.....	19.90
TOTAL RECALL.....	16.90
OPERATION HARRIER.....	19.90
BILLY THE KID.....	16.90
IMMORTAL (1 MEG).....	16.90
JUDGE DREAD.....	13.90
SLY SPY.....	16.90
WONDERLAND.....	19.90
APPRENTICE.....	13.90
F19 STEALTH.....	19.90
RICK DANGEROUS.....	16.90

BUDGET & SPECIAL OFFERS

ARCHIPELAGOS.....	4.99
ARTIFICIAL DREAMS.....	4.99
BACKLASH.....	4.99
BAD COMPANY.....	4.99
CRASH GARRETT.....	4.99

MAIL ORDER PRICES ONLY SHOP PRICES VARY

DE-LUXE PAINT 1.....	4.99
EYE OF HORUS.....	4.99
FUTURE BIKE.....	6.99
FRIGHT NIGHT.....	3.99
FORMULA 1 GR. PRIX.....	4.99
GOLDRUNNER.....	3.99
GRIMBLOOD.....	4.99
ON SAFARI.....	4.99
IMPACT.....	4.99
JOE BLADE 2.....	4.99
KARTING GRAND PRIX.....	4.99
OUTLAW.....	4.99
PRO-TENNIS.....	4.99
STARRAY.....	4.99
TIME BANDIT.....	3.99
TR. ISLAND DIZZY.....	4.99

3.5" DISCS

WITH LABELS

40P EACH

MINIMUM ORDER

20 DISCS

**HALF MEG. UPGRADES
DOWN IN PRICE
WITHOUT CLOCK.....39.95
WITH CLOCK.....49.95
WITH D.MASTER.....59.95
CLOCK/D. MASTER.....69.95
WITH DR. LAIR.....69.95
CLOCK/DR. LAIR.....79.95
NEW
WITH KICK OFF 2...PHONE**

**PLEASE ADD
£1.00 P&P
TO ALL ORDERS**

BUSINESS SOFTWARE

PROTEXT V4.2.....	64.95
PRODATA.....	57.95
PUBLISHERS CHOICE.....	79.95
AMAS MIDI INT & S.....	74.95
DIGICALC.....	26.95
CASHBOOK CONTROLLERS.....	35.99
DEVPAC 2.....	42.95
X-CAD DESIGNER.....	99.99
PAGESSETTER 2.....	79.95

**AMIGA A500
SCREEN GEMS
INC. 10 BLANK DISCS
£379.00**

**ALSO
FITTED 1 MEG UPGRADE
& DUNGEON MASTER
£445.00**

JOYSTICKS

CHEETAH 125+.....	7.95
PRO 5000.....	13.95
KONIX SPEEDKING.....	9.95
SPEEDKING AUTO.....	11.95
NAVIGATOR.....	13.95
CRUISER.....	9.50
CRUISER AUTO.....	12.50
JETFIGHTER.....	14.95
CHEETAH MACH 1.....	10.50
DATA 1.....	7.95
MR CRYSTAL.....	15.99
COMP. PRO EXTRA.....	15.95
ERGOSTIK.....	17.99
SUPERBOARD.....	19.99

ACCESSORIES

CONTRIVER MOUSE.....	27.95
NAKSHA MOUSE.....	39.95
POWER SUPPLIES.....	47.95
MOUSE/J. STICK SPLIT.....	7.99
B. BLOCK VIRUS KILLER.....	19.95
MIDI INTERFACE 2.....	34.95
MINI AMP. & SPEAKERS.....	44.95
SCREEN FILTERS.....	15.99
PRINTER LEAD.....	5.99
JOYSTICK EXT. LDS.....	5.99
4 PLAYER ADAPTOR.....	5.99
SCART LEAD.....	12.99
STAR LC 10 PRINTER.....	179.00
DUST COVER.....	4.99
DISC BOX (80-100).....	8.99
STAX DISC BOX (100).....	12.50
3.5" DRIVE CLEANER.....	4.95
RIBBON RE-FRESH.....	7.99
RIBBONS.....	FROM 3.25
MOUSE HOUSE.....	3.99
MOUSE MATS.....	4.99
VIDI (PAL VERSION).....	99.00
MONO DIGITIZER.....	24.99
STEREO DIGITIZER.....	34.95
ADDRESS LABELS 1000.....	5.99
T&T MONITOR STAND.....	18.99
PRINTER STAND.....	10.99
PHILIPS CM8833 COLOUR STEREO MONITOR.....	255.00
5.25" EXT. DRIVE.....	129.00

**ALL PRODUCTS ARE
SUBJECT TO
AVAILABILITY**

**ALL PRICES INCLUDE
VAT
PLEASE ADD £1.00
TO YOUR TOTAL ORDER
FOR P&P**

**K & M COMPUTERS (AA11)
140 SANDY LANE CENTRE,
SKELMERSDALE
LANCASHIRE WN8 8LH**

**PHONE: 0695 29046
FAX: 0695 50673
24 HOURS**



THE AMIGA ACTION

READERS SURVEY

It's been thirteen issues since we last did one, so we feel its time that we took a survey of all your views of what's hot and what's rot in Amiga Action. Over the last fourteen months, we've tried to smarten up our act and made refinements to the first issues, but if you don't like them, then here's your chance to air your gripes. And by way of an incentive, twenty entrants will be picked out of a hat (a bloody big hat at that!) and will receive a game of their choice - so get scribbling.

1. How old are you?

2. How many games do you buy a year?

3. On average, how much do you spend a month on software?

4. Where do you buy most of your software?

- A. Mail Order, via magazine adverts ☐
- B. Specialist Computer Shop ☐
- C. Major High Street Chain Store ☐
- D. Other, please specify ☐

5. Which model of Amiga do you own?

- A. A500 ☐
- B. A1000 ☐
- C. A2000 ☐

6. Which Peripherals do you own?

- A. Colour TV ☐
- B. Dedicated Monitor ☐
- C. Hard Disk Drive ☐
- D. Modem ☐
- E. Graphics Enhancement (Genlock, for instance.) ☐
- F. Printer ☐
- G. Second Disk Drive ☐
- H. RAM Expansion ☐

7. What hardware are you planning on buying next?

8. Out of the fourteen issues of Amiga Action, how many have you bought?

9. If you missed the first issue of Amiga Action, which issue did you start reading from?

10. How do you get your copy of the mag each month?

- A. Subscribe. ☐
- B. Reserved or delivered by Newsagent. ☐
- C. Pick it up when I see one. ☐

11. On average, how many other people read your copy of Amiga Action?

12. What is your opinion of the following articles in Amiga Action?

	Very Good	Average	Not Good
A. Game Reviews	☐	☐	☐
B. Competitions.	☐	☐	☐
C. Boggit's Domain.	☐	☐	☐
D. Giving The Game Away.	☐	☐	☐
E. News.	☐	☐	☐
F. Real Soon Now.	☐	☐	☐
G. Gallery.	☐	☐	☐
H. Demos.	☐	☐	☐
I. Letters Desk.	☐	☐	☐
J. Special Reviews (e.g the Nightbreed review in issue 13.).	☐	☐	☐

13. Which of the following would you like to see covered in Amiga Action, choose two?

- A. More in progress articles ☐
- B. Hardware reviews ☐
- C. An RPG section ☐
- D. A dedicated wargamer section ☐
- E. Graphics ☐
- F. Sound ☐
- G. Another diary of a game ☐
- H. Other (please specify) ☐

14. Please write a quick comment about what you thought about the issue 13 cover disk

.....

.....

.....

15. Bearing in mind a price increase, would you like to see a cover disk as a regular occurrence?

- A. Yes ☐
- B. No ☐

16. Which of the following mags do you buy, and how often?

	Every	Some	I Never
Issue	☐	☐	☐
Issues	☐	☐	☐
Buy It	☐	☐	☐
ACE	☐	☐	☐
Amiga Computing	☐	☐	☐
Amiga Format	☐	☐	☐
CU Amiga	☐	☐	☐
Computer And Video Games	☐	☐	☐
New Computer Express	☐	☐	☐
Rampage	☐	☐	☐
The Games Machine/Raze	☐	☐	☐
The One	☐	☐	☐
Zzap 64/Amiga			
Zero			

17. Please summarise your thoughts about Amiga Action and what improvements you would like to see in the future

.....

.....

.....

.....

.....

.....

.....

18. Please summarise the thing you hate the most about it

.....

.....

.....

.....

.....

.....

19. On average, how often do you agree with our reviews?

- A. Most of the time ☐
- B. Some of the time ☐
- C. Occasionally ☐
- D. Never ☐

20. Which of the reviewers do you tend to agree with the most?

- A. Doug ☐
- B. Alex ☐
- C. Michelle ☐
- D. Steve ☐
- E. Andy ☐

21. What freebies would you like to see in Amiga Action in the near future?

- A. Booklets ☐
- B. Disk Labels ☐
- C. Posters ☐
- D. Pull-out supplements ☐
- E. Other (Specify) ☐

23. Any final comments?

.....

.....

.....

Once you've filled it in, please stuff this survey in an envelope and send it to:

Amiga Action Readers Survey, Amiga Action Interactive Publishing, Europa House Adlington Park Nr. Macclesfield Cheshire, SK10 4NP.

Name

Address

Post Code

Phone Number

If you are the winner of our survey, which game would you like to win

**Amiga Flight
of Fantasy
£369.95**

AMIGA 512K (0.5 meg.) RAM EXPANSION only £35.00 (including battery backed clock & disable switch)	QUALITY GUARANTEE All our products carry our full replacement no quibble guarantee REMEMBER !!! We only supply Quality Beware of cheap imitations	MEDIA DIRECT Cheques and PO's to: Media Direct Dept AMA Unit 19 The Business Park Bedford Street, Shelton Stoke-on-Trent, ST1 4PZ TELESALES HOTLINES 0782 208228 All Prices inc VAT Please add £2.95 P&P per Order Next Day delivery £10.00 U.K. ORDERS ONLY										
KICKSTART CARD.....£19.95 VIRUS PROTECTOR...£19.95 BOOT SELECTOR.....£14.95 DATL ACTION REPLAY (The ultimate cartridge) only £57.95	STACKABLE STORAGE BOXES BANX BOX holds 90 3.5" disks can be stacked horizontally and vertically 1 off.....£9.00 each 3+.....£8.50 each 5+.....£8.00 each THE AMAZING POSSO BOX holds 150 3.5" disks & can be stacked horizontally or vertically only £15.95	AMAZING OFFERS ON 3.5" DSDD DISKS <table border="0"> <tr><td>25 DSDD 135 tpi.....</td><td>£10.95</td></tr> <tr><td>50 DSDD 135 tpi.....</td><td>£20.95</td></tr> <tr><td>75 DSDD 135 tpi.....</td><td>£30.95</td></tr> <tr><td>100 DSDD 135 tpi.....</td><td>£39.95</td></tr> </table> SPECIAL OFFER 200 DSDD DISKS & 2 X 100 CAP. BOXES £81.95	25 DSDD 135 tpi.....	£10.95	50 DSDD 135 tpi.....	£20.95	75 DSDD 135 tpi.....	£30.95	100 DSDD 135 tpi.....	£39.95		
25 DSDD 135 tpi.....	£10.95											
50 DSDD 135 tpi.....	£20.95											
75 DSDD 135 tpi.....	£30.95											
100 DSDD 135 tpi.....	£39.95											
DISK STORAGE BOXES 3.5" 100 CAPACITY.....£5.50 3.5" 50 CAPACITY.....£5.00 5.25" 100 CAPACITY.....£5.50 All the above have lock & dividers 3.5" 10 CAPACITY.....£0.95 or 10 for..... £7.50		FOR BULK BUYERS 3.5" DSDD 135tpi DISKS <table border="0"> <tr><td>500.....</td><td>£187.50</td></tr> <tr><td>750.....</td><td>£269.95</td></tr> <tr><td>1000.....</td><td>£330.00</td></tr> </table>	500.....	£187.50	750.....	£269.95	1000.....	£330.00				
500.....	£187.50											
750.....	£269.95											
1000.....	£330.00											
SWITCHES AND CABLES 2 WAY DATA SWITCHES:- SERIAL..... £12.95 PARALLEL..... £12.95 PAR. PRN CABLES...£7.95 3.5" HIGH DENSITY DISKS All disks 100% cert. & error free 10.....£9.95 25.....£24.45 50.....£47.50 75.....£69.75 100.....£89.95 inc. Labels	SONY BULK 3.5"DSDD 25.....£13.25 50.....£24.45 75.....£36.95 100.....£46.95 200.....£89.95 500.....£199.95 1000.....£369.95	RAINBOW PACK DISKS (Red, Green, Blue, Yellow, Orange & White) 3.5" DSDD (100% error free) 25 DSDD 135tpi.....£15.45 50 DSDD 135tpi.....£29.45 75 DSDD 135 tpi.....£42.95 100 DSDD 135 tpi.....£55.95 5.25 DSDD (100% error free) 25 DSDD.....£10.45 50 DSDD.....£18.95 75 DSDD.....£27.95 100 DSDD.....£34.95 COLOURS AND QUANTITIES OF YOUR CHOICE										
DISK DRIVES AMIGA 3.5" EXTERNAL DRIVE Slimline and very quiet only £59.95 ATARI 3.5" EXTERNAL DRIVE Slimline and very quiet (Requires no external power supply) only £59.95	JOYSTICKS <table border="0"> <tr><td>PRO 5000.....</td><td>£12.95</td></tr> <tr><td>NAVIGATOR.....</td><td>£12.95</td></tr> <tr><td>KONIX SPEEDSTICK.....</td><td>£9.95</td></tr> </table> RIBBONS <table border="0"> <tr><td>STAR LC10 MONO.....</td><td>£3.50</td></tr> <tr><td>STAR LC10 COLOUR.....</td><td>£6.95</td></tr> </table>	PRO 5000.....	£12.95	NAVIGATOR.....	£12.95	KONIX SPEEDSTICK.....	£9.95	STAR LC10 MONO.....	£3.50	STAR LC10 COLOUR.....	£6.95	GENERAL ACCESSORIES QUALITY MOUSE MATS.....£2.50 MOUSE POCKETS.....£1.50 3.5" CLEANING KIT.....£1.80 5.25" CLEANING KIT.....£1.80 AMIGA DUST COVER.....£3.95 ATARI DUST COVER.....£3.95 2 PIECE PRINTER STAND.....£6.95 LABELS per 1000.....£9.95 TILT AND TURN MONITOR STAND £12.95
PRO 5000.....	£12.95											
NAVIGATOR.....	£12.95											
KONIX SPEEDSTICK.....	£9.95											
STAR LC10 MONO.....	£3.50											
STAR LC10 COLOUR.....	£6.95											
£1:00 off *** Standard 50 or 100 capacity boxes when *** purchased with disks												

SCREEN GEMS only **£359.99** inc.



The NEW Amiga Pack Screen Gems

This fantastic pack includes:
 Mouse, Modulator, D Paint II,
 Nightbreed, Beast II, Days of
 Thunder, Back To The Future II, 1
 year warranty, 2 day delivery
 service - all for only **£359.99**

Tel: 0493 441194

Amiga Flight of Fantasy Pack
£355.00 inc.

Amiga Batman Pack
£355.00

1084S Stereo monitor	£249.99
0.5 Meg upgrade (with clock)	£59.99
External Drive	£69.99

To take advantage of these fantastic prices,
 please make cheques or P/Os payable to
 Andrews & Cowan.

ANDREWS & COWAN
 Units 18-20, Gt. Yarmouth Business Park,
 Gt. Yarmouth NR31 0ER

A BIT ON THE SIDE

Thorold Place, Kirk Sandall, Doncaster DN3 1NU.

Telephone: (0302) 887332

Between 6pm-8pm
(Answerphone throughout day)

PLEASE DON'T PAY!!

£3, £2.50 or even £2 for your PUBLIC DOMAIN software

We are devoted entirely to the AMIGA computer, although we have only been in business for a few months, we can offer you the following:

- Nearly 600 top quality Public Domain titles in stock
- Only £1.75 per disk
- No membership fees
- No hidden costs
- Only branded double-sided, double-density disks used in duplication
- Our price includes first-class postage and packaging
- Same day despatch of your order
- Our catalogue disk contains two music/graphic demos, a PD game plus full lists of titles available PLUS special pack offers
- Overseas members are welcome but prices may vary because of postal costs

WHAT IS PUBLIC DOMAIN SOFTWARE?

Many people have been frightened off from PUBLIC DOMAIN software over the years, hearing such things as . . . 'It's cheap so it must be rubbish'. NOT TRUE. Most PUBLIC DOMAIN software is written by very talented people throughout England and abroad. They put their talents in the library because they, for example, can't afford the expense of marketing their product, but, because they want their product to be seen, they are willing to put it out at no financial gain to themselves. Others hope that their talents will be seen and recognised by a software house who will in turn offer them a job (many people who have put products into the PUBLIC DOMAIN now work for software houses).

Another common mistake heard is "All PUBLIC DOMAIN has got a virus on it". It is a very rare thing to find a virus on PD these days, if any slip the net, most libraries of any repute will make sure that they are destroyed. PUBLIC DOMAIN software contains ANIMATIONS, MUSIC, GAMES, ARTSHOWS, UTILITIES and MUSIC/GRAPHIC DEMOS. DISKMAGS can also be found within the realms of PUBLIC DOMAIN.

We have the following joining offers:

OFFER A: CATALOGUE DISK + FREE MEMBERSHIP

PRICE £1.75

OFFER B: DISCS CONTAINING GAMES, UTILITIES, MUSIC, MUSIC/GRAPHIC DEMOS + CATALOGUE DISK + FREE MEMBERSHIP . . . ALL 6 DISKS

PRICE £9.00

N.B. We have noticed a large upsurge of heavy pornographic material circulating within the public domain. We do of course have adult titles but only the glamour pics type. If you want the stronger material, please try elsewhere.

I would like to join your PUBLIC DOMAIN LIBRARY and I would like offer:

A ☐ B ☐ Please tick the appropriate box.

Please print the following information clearly:

MR/MRS/MISS:

Address:

Postcode: Tel No: Age (if under 18)

Please make all cheques/postal orders payable to: A BIT ON THE SIDE, and send to:

DEPT AMAC, A Bit on the side, Thorold Place, Kirk Sandall, Doncaster DN3 1NU

17 Bit Software

That Bit Better Than The Rest!!

P0 Box 97, Wakefield WF1 1XX, England. © 0924 366982

The UK's Largest Amiga Only PD User Group, over 1,000 Top Quality Domain Disks and over 16,500 members in our friendly club!!

PACK ATTACK!!

ALL These packs give lifetime memberships to 17-BIT.

And open up a whole new world in Public Domain.

CLASSICAL MUSIC PACK

Three superb music disks, and a catalogue. Brilliant value at only £6.50

MUSIC CREATION PACK

5 music disks to help you get the best out of your AMIGA sound system. Included disks are 740 MED V2.01.

440 SOUNDTRACKER RIPPERS AND PLAY ROUTINES.

482 GAMES MUSIC CREATOR. 478 SOUND MON. AND DISK

479 SAMPLED INSTRUMENTS FOR ALL THE ABOVE

DISKS. SUPERB VALUE AT ONLY £7.99

QS+CD

The ever popular QS+CD pack is a superb way to get into public domain. Featuring great utilities, great music and great games. If you're new to the AMIGA this is the pack!!!

ONLY £6.50

ASTRONOMY PACK Only £5.00

A 3 Disk pack including the latest catalogue, and 2 superb astronomy disks.

173 AMIGAZER

223 STAR CHART A fine astronomy program.

MEGA DOS

Mega Dos is an AMIGADOS. Manual-on-disk designed to be an easy to use self help reference and tutorial for understanding the CLI and workbench.

MEGA DOS IS NOT PD AND IS ONLY AVAILABLE FROM 17-BIT SOFTWARE.

Amazing value at only £6.95

WE ALSO STOCK

FISH-1 TO 360

AMICUS-1 TO 26

AMIGAN-1 TO 23

T-BAG-1 TO 42

All these including the whole range of PD in our library are only £2.00 EACH

17-BIT SOFTWARE ARE OPEN

From 9.00am to 8.00pm Mon to Friday and 9.00am to 5.30pm on Saturdays. We take all major credit cards orders over the phone. **TEL: 0924 366982** Postal orders and cheques should be made payable to 17-bit software. 10 disks are £18.00

ESSENTIAL PD FROM OUR LATEST DISKS

- 747 - Sculpt 3D Fighter animation by John Smith
- 746 - Excellent commercial quality PD shoot em up!!
- 745 - DEXION Freddy demo, very original
- 743 - MIRAGE Prime 90 mega demo (Lovely font)
- 741 - Intro's 47, more specially compiled demo's
- 740 - Nic Cusworths MAD MAD MAD MAD mix!!!
- 736 - Agatron star trek slide show (very nice)
- 735 - Agatron animations disk no 34
- 734 - Agatron animations disk no 33
- 733 - SCOOPEX beast music demo (absolutely brill!!!)
- 731 - Sidney and Friends utility disk (great utils)
- 730 - Beatle mania, 34 SONIX beatles tracks (great)
- 728/729 - Two disk Laurel and Hardy disk as featured in COMMODORE USER (great fun)
- 727 - Gary Tower ray traced slide show (only available from 17-BIT SOFTWARE)
- 726 - intro's 46 More lovely demo's to impress
- 724 - intro's 45 Do these demo's ever run out?.....NO!
- 723 - intro's 44 More specially compiled graphics
- 722 - AMAZE music disk with 56 tunes in all, and a long play feature. (THIS IS TRUELY AMAZING.)
- 721 - DISORDER Mega demo, great music and graphics
- 719 - SYNTHIA 2 Music util demo (GREAT FUN)
- 718 - Fractal slideshow. (Yummy graphics)
- 717 - CASP, music disk (the guy responsible for the batdance remix in our library, 4 more super tunes)
- 714 - RED SECTOR Martin Galway music disk
- 710 - BUDBRAIN DEMO (outrageously funny disk)
- 687 - CRIONICS MEGA DEMO, featuring the best anim. I've ever seen (of madonna walking). GREAT
- 681 - WARFALCONS MEGA DEMO (stunning)
- 684 - FRACTAL FLIGHT demo
- 685 - KEFRENS music juke box (don't miss this one)
- 688 - Horror slide show (SPOOKY!!!!)
- 696 - DEPECHE MODE music disk (GREAT STUFF)

ZYDEC RAM EXPANSION

Upgrade your Amiga 500 to 1 Meg, of Memory with the Zydec 512K expansion. Fitting neatly into your Amiga this compact unit comes complete with a One year guarantee and an on off switch.

ONLY £32.95!!

Or £39.95 with special 5 disk 1 Meg PD pack!!!

DON'T DELAY ORDER A PACK TODAY!!!



Castle Software

COME TO THE
PROFESSIONALS!!!!



NOW TAKEN



2 William Clowes Street
Burslem
Stoke on Trent
ST6 3AP
Tel: 0782 575043

AMIGA SPECIALS

THE CYCLES £8.99	BALANCE OF POWER £9.99
LEISURE SUIT LARRY II £16.99	
DEJA VU £8.99	BLOOD MONEY £7.99
HUNT FOR RED OCTOBER £9.99	
CARRIER COMMAND £7.99	FALCON £9.99
INTER. CHAMP WRESTLING £8.99	
BARBARIAN 2 £6.99	SHUFFLEPUCK CAFE £7.99
DYNAMITE DUX £7.99	
DUNGEON MASTER 1M £9.99	ALTERED BEAST £7.99
MILLENIUM 2.2 £4.99	
3D POOL £8.99	SONIC BOOM £6.99
COMMANDO £7.99	
R-TYPE. £7.99	LAST NINJA 2 £7.99
AFTERBURNER £7.99	
ARKANOID 2 £7.99	TRACK SUIT MANAGER £6.99

AMIGA SPECIALS

CORPORATION	16.50
TIME MACHINE	16.50
BATTLE MASTER	16.75
MURDER	16.75
BACK TO THE FUTURE II	16.75
THEIR FINEST HOUR	18.99
FLOOD	16.50
SIM CITY	18.99
POWERMONGER	16.99
F19 STEALTH	18.99
MIDWINTER	18.99
DAMOCLES	16.50
SHADOW WARRIORS	14.99
MIDNIGHT RESISTANCE	14.99
SUBBUTEO	16.99
DAYS OF THUNDER	16.99
OFF ROAD RACER	16.99
BATTLE COMMAND	16.99
NEW YORK WARRIORS	13.99
RICK DANGEROUS II	16.99
OPERATION STEALTH	16.99
APPRENTICE	13.99
SIMULCRA	16.99
CADAVER	16.99
MR DO RUN RUN	10.99
SPELLBOUND	16.99
TORVAK THE WARRIOR	16.99
SHADOW OF THE BEAST II	24.99
EDITION 1	18.99
UMS II	19.99
NIGHT BREED (ARCADE)	13.99
LOOM	18.99

AMIGA SPECIALS

PIONEER PLAGUE £1.99	MR HELI £9.99
STUNT CAR RACER £8.99	
HONDA RVF £8.99	FAERY TALE ADVENTURE £7.99
FLIGHT PATH 737 £4.99	
CHRONO- QUEST 2 £9.99	THEME PARK MYSTERY £8.99
SHADOW OF BEAST £9.99	
GRAVITY £8.99	CABAL £9.99
UNTOUCHABLES £9.99	
XENON 2 £9.99	VIRUS £4.99
DELUXE PAINT 2 £9.99	
TOWER OF BABEL £7.99	IK+ £3.99
BLOODWYCH £9.99	
JUMP JET £4.99	SUPER HANG ON £7.99
FLYING SHARK £6.99	
FAST BREAK £4.99	BLASTEROIDS £1.99

AMIGA SPECIALS

NINJA TURTLES	16.99
GREMLINS 2	16.99
THE SPY WHO LOVED ME	16.99
ROGUE TROOPER	16.99
ROBOCOP 2	16.99
WINGS (1 MEG)	19.99
BACK TO THE FUTURE II	16.99
PIRATES	16.99
POOLS OF RADIANCE	19.99
CODE NAME ICEMAN	27.95
BOMBER BOB	14.99
WELLTRIS	14.99
NIGHTBREED (MOVIE)	13.99
INTERNATIONAL 3D TENNIS	16.99
TERRORPODS	2.99
THUNDERBIRDS	4.99
SECONDS OUT	4.99
ULTIMATE DARTS	7.99
TERRY'S BIG ADVENTURE	4.99
LEATHER GODDESS	6.99
INFESTATION	8.99
WIERD DREAMS	8.99
KENNY DALGLISH MATCH	8.99
PHANTOM FIGHTER	4.99
STAR WARS	4.99
NEW ZEALAND STORY	8.99
NEVERMIND	4.99
RETURN TO ATLANTIS	4.99
PACLAND	4.99
MURDER IN VENICE	5.99
GOLDRUNNER 2	1.99
CONFLICT EUROPE	4.99
STARFLIGHT	16.99

PLEASE NOTE: ALL GAMES ARE
NEW AND ORIGINAL. ANY MANY
ARE LIMITED QUANTITIES.
PLEASE BE QUICK!

TITLE/ITEM	PRICE
TOTAL COST £:	

Name

Address

.....

.....

Tel No:

AA 11

FOR ALL ORDERS UNDER £7 PLEASE ADD 75 PENCE P/P

Proprietors S.A and R.A Beech

Amiga Action Will Give You a BUZZZZZZZZZ

By now you're bound to have noticed that Amiga Action is the bee's knees! So why not save yourself the bother of flying down the shops with £1.95 in your hand each month? Be a super-fly-guy and subscribe! That way, a copy of the magazine will wing its way to you every month by post. Not only that, but you will receive a game from top software house Gremlin flea of charge! You can choose from Skidz or Venus, both of which scored highly in recent reviews! If that's not the bzzznis then I don't know swat is!

Subscribe Now! You'd Bee mad not to!

The form below can be used to order a subscription, Just fill in your name, address and post code, and send a cheque or postal order made payable to Interactive Publishing Ltd.

I would like to order (tick appropriate box)

- | | New | Renewal |
|--|--------------------------|---------------------------------|
| • 12 issue UK subscription (£24) VENUS(8007) | ☐ | ☐ (8008) |
| • 12 Issue European subscription (£34) VENUS(8009) | ☐ | ☐ (8010) |
| • 12 Issue overseas subscription (£40) VENUS(8011) | ☐ | ☐ (8012) |
| • 12 issue UK subscription (£24) SKIDZ(8013) | ☐ | ☐ (8014) |
| • 12 Issue European subscription (£34) SKIDZ(8015) | ☐ | ☐ (8016) |
| • 12 Issue overseas subscription (£40) SKIDZ(8017) | ☐ | ☐ (8018) |



Send to: Database Direct,
FREEPOST, Ellesmere Port,
South Wirral, L65 3EB.

(No stamp needed if posted in UK)

Order at any time of the day or night

Orders by phone: 051-357 1275

Orders by fax: 051-357 2813

Orders MicroLink: MAG001

Don't forget to give your name,
address and credit card number

General Enquiries:
051-357 2961

Name.....

Address.....

Post code.....

I wish to pay by: Visa / Access / Postal order / Cheque

Access/Visa Card No.....Expiry date.....

This order form is not valid after November 30th, 1990

STAR SOFTWARE ★ ★ ★ ★

29A Bell Street, Reigate, Surrey RH2 7AD.
Tel: 0737 223869. Fax: 0737 246733

COMPILATION BONANZA!

MAGNUM 4 ONLY £20.99

Batman - Caped Crusader,
Afterburner, Operation Wolf,
Double Dragon

PRECIOUS METAL ONLY £16.99

Captain Blood,
Xenon,
Crazy Cars, Arkanoid II

COMPUTER HITS VOL 2 ONLY £8.99

Tetris, Tau Ceti, Tracker,
Joe Blade

LIGHT FORCE ONLY £16.99

R-Type, IK+, Voyager,
Batman The Caped
Crusader

FLIGHT COMMAND ONLY £19.99

Eliminator, Strike Force Harrier, Skyfox II, Lancaster, Skychase

FASTMOVERS

Anarchy14.99
Back to the Future II16.99
Battlemaster16.99
Battle of Britain21.99
BSS Jane Seymour16.99
Cloud Kingdoms/Kid Gloves14.99
F16 Mission II14.99
F29 Retaliator16.99
Falcon Mission Disk 214.99
Final Battle16.99
Fimbos Quest16.99
Kick Off 216.99
Killing Game Show16.99
Legend of the Lost16.99
Loom21.99
Matrix Marauders14.99
Midnight Resistance16.99
Nitro16.99
Operation Stealth16.99
Oriental Games16.99
Rick Dangerous 216.99
Shadow of the Beast (with T-shirt)21.99
The Spy Who Loved Me16.99
The Ultimate Ride16.99
Tie Break16.99

Ultima V21.99
UMS II21.99
White Death21.99
Wings21.99

JOYSTICKS

Comp Pro 500012.99
Hand Blaster12.99
Phantom13.99
Quickshot Digital6.99
Quickshot Turbo 39.99
Sureshot Supreme14.99
Speedking Standard9.99

BLANK DISCS

3.5"DSDD (Fully Guaranteed)

107.99
2014.99
5037.50
10069.99
500304.99

LOCKABLE STORAGE BOX 3.5" DATAFILE 40 £6.99

NEW RELEASES

Breach 216.99
Harley Davidson21.99
Starblade16.99
The Plague16.99
Blade Warrior16.99
Codename IcemanTBA
Falcon Mission Disc 214.99
Firestone14.99
Heroes21.99
Killing Game Show16.99
Life & Death16.99
Necronom16.99
Nitro14.99

The Keep16.99
TuskerTBA
Web of Terror14.99
Wings21.99
F19 Stealth Fighter21.99
Plus Many More

EDUCATIONAL

Fun School 3 Under 5's16.99
Fun School 3 5-7's16.99
Fun School 3 Over 7's16.99

16 BIT FULL PRICE

3D Pool14.99	Kari Warriors7.99
688 Submarine Sim16.99	Kick Off14.99
After the War14.99	King Arthur16.99
Airbourne Ranger15.99	Lazer Squad14.99
Balance of Power 199016.99	Lombard RAC Rally16.99
Barbarian 2 (Psygnosis)16.99	Manchester United16.99
Beach Volley16.99	Microprose Soccer16.99
Black Tiger16.99	Moonwalker16.99
Blood Money16.99	Nevermind14.99
Bloodwych13.99	Ninja Spirit16.99
Bomber19.99	Ninja Warrior14.99
Cabal16.99	Operation Thunderbolt16.99
Carrier Command14.99	Operation Wolf16.99
Castle Master16.99	Out Run7.99
Chess Player 215016.99	Pacmania8.99
Continental Circus14.99	Paris Dakar16.99
Cyberball14.99	Pinball Magic16.99
Daily D Horse/Race14.99	Pipemania16.99
Dan Dare 314.99	Pirates16.99
Double Dragon II13.99	Player Manager13.99
Dr Dooms Revenge16.99	Populous16.99
Dungeon Master16.99	Powerdrift16.99
Emlyn Hughes Soccer13.99	Pro Tennis Tour16.99
F-16 Combat Pilot16.99	Rainbow Islands16.99
F-16 Falcon16.99	Rick Dangerous14.99
Falcon16.99	Robocop14.99
Falcon Mission Disc 114.99	Scrambled Spirits14.99
Ferrari Formula 116.99	Shadow of the Beast24.99
Flight Simulator 226.99	Shinobi14.99
Football Director 215.99	Silkworm14.99
Football Manager 215.99	Sonic Boom16.99
Full Metal Planet16.99	Space Harrier 214.99
Games Summer Ed16.99	Strider14.99
Gazza's Super Soccer14.99	Stryx14.99
Ghouls & Ghosts16.99	Super Wonder Boy16.99
Gravity16.99	Tank Attack16.99
Highway Patrol 216.99	Tennis Cup16.99
Horse Racing16.99	Test Drive 2-Duel16.99
Infestation16.99	The Untouchables16.99
International Champ' Wrestling16.99	Toobin14.99
Ivanhoe16.99	Turbo Outrun16.99
Jack Nicklaus Golf16.99	War in Middle Earth13.99

LOOK AT THESE SPECIAL OFFERS

Deluxe Paint II7.99	Prison4.99
Dynamite Dux6.99	Seconds Out5.99
F18 Interceptor7.99	Sonic Boom8.99
Flightpath 7375.99	Staray6.99
Hoyle's Book of Games11.99	Stryx7.99
Impact5.99	Theme Park6.99
Kick Off6.99	Time Bandits6.99
Microprose Soccer9.99	Tracksuit Manager7.99
Munsters5.99	



Please note not all games are released on time and
may be unavailable at time of going to press



TITLE

SYSTEM

PRICE

SECOND CHOICE

SYSTEM

PRICE

Total cost £

Name

Address.....

.....Postcode

Payment: Please indicate method (✓)

☐ Cheque/PO made payable to Star
Software

☐ Access/Visa

☐ Expiry Date

No.

P&P £1.00 Overseas orders

AA11

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500
Flight Of Fantasy

£399

INC VAT



A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the Commodore Amiga 500 computer with mouse controller and TV modulator, plus four top software titles. The software includes: 'Batman The Movie' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; 'New Zealand Story' - high quality conversion of the leading arcade game; 'Interceptor' - Dogfight with two F-16's in this leading flight simulator; 'Deluxe Paint II' - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse £399.99
A520 TV Modulator £24.99
Batman The Movie £24.95
New Zealand Story £24.95
Interceptor £24.95
Deluxe Paint II £49.95

TOTAL RRP: £549.78

Less Pack Saving: £150.78

PACK PRICE: £399.00

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assaults, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seaguing carriers... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse £399.99
A520 TV Modulator £24.99
Deluxe Paint II £49.95
Escape/Robot Monsters £19.99
Rainbow Islands £24.95
F29 Retaliator £24.95

TOTAL RRP: £544.82

Less Pack Saving: £145.82

PACK PRICE: £399.00

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP
THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica is licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica has been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR
FREE BROCHURES

SILICA
SHOP



MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9:00am-6:00pm No Late Night Opening Fax No: 081-308 0608
LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Fax No: 071-323 4737
SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9:00am-5:30pm Late Night: Friday until 7pm Fax No: 081-309 0017
BUSINESS/EDUCATION: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-308 0888
Order Lines Open: Mon-Fri 9:00am-6:00pm Closed on Saturdays Fax No: 081-308 0608

To: Silica Shop, Dept AMIAC-1190-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

Which computer(s), if any, do you own? A2000 ☐

£&U: - Advertised prices and specifications may change - please return the coupon for the latest information.

CHESS CHAMPION
2175
ONLY £18.99
IN STOCK NOW

BLOODWYCH +
DATA DISC
BOTH ONLY £12.99

TURBOSOFT

SIM CITY +
TERRAIN EDITOR
BOTH ONLY £22.99

DESERT +
ANT HEADS
(1 MEG)
ONLY £22.99

FORTHCOMING ATTRACTIONS

Battle Command	£16.99
F18 Stealth Fighter	£18.99
Storm Across Europe	£20.99
UMS II	£19.99
European Superleague	£13.99
Myth	£16.99
Blade Warrior	£16.99
The Punisher	£16.99
Chaos Strikes Back	£16.99
Star Trek V	£16.99
Barbarian II (Psynosis)	£15.99
Dynamic Debugger	£16.99
Final Battle	£16.99
Sly Spy	£16.99
Rotox	£16.99
Dragonflight	£18.99
Tie Break	£16.99
Saint Dragon	£16.99
Ultima V	£19.99
Vendetta	£17.99
Snowstrike	£17.99
Welltris	£14.99
Gold of the Aztecs	£16.99
The Keep	£16.99
Combo Racer	£13.99
Gremlins 2	£13.99
Power Manager	£16.99
The Immortal (1 Meg)	£16.99
Magic Fly	£16.99
Rogue Trooper	£16.99
Subbuteo	£16.99
Spy Who Loved Me	£16.99
Billy the Kid	£16.99
Total Recall	£16.99
Dick Tracy	£16.99
Apprentice	£16.99
Teenage Mutant Hero Turtles	£16.99
Robocop 2	£16.99
Dragon Strike	£20.99
Street Hockey	£16.99
Judge Dredd	£13.99
Plotting	£16.99
Night Breed	£16.99

ACCESSORIES

Mouse Mat 6mm	£3.99
Mouse Shell	£3.99
Amiga 500 Dust Cover	£4.99
Amiga 4 Player Adaptor	£7.99
Disc Cleaning Kit	£3.99
NAKSHA Mouse	£29.99
Contriver Mouse	£19.99
40 Lockable Disc Box	£5.99
80 Lockable Disc Box	£7.99
Box 10 Sony branded	£9.99
Box 10 Bulk Disc	£6.99
Cheetah 125+	£7.99
Quick Joy Jettfighter	£12.99
Navigator with A/Fire	£10.99
Speeding with Autofire	£9.99
Pro 5000	£12.99
Cumana External Drive	£69.99
Star LC10 Printer	£169.99
Star LC10 Colour Printer	£219.99
Commodore 1084S Stereo Monitor	£249.99
Batman or Fantasy Amiga 500 Packs	£369.99
1/2 Meg Upgrade	£44.99
1/2 Meg Upgrade with Clock	£49.99
1/2 Meg + Dungeon Master	£59.99
1/2 Meg + Dragons Lair	£69.99
1/2 Meg + Escape Singes Castle	£59.99
1/2 Meg + Gold of the Realm	£49.99
1/2 Meg + Space Ace	£69.99
1/2 Meg + Hero's Quest	£69.99
1/2 Meg + It Came From The Desert	£69.99
1/2 Meg + Lost Dutchmans Mines	£54.99
N.B. If any of the above games are required with 1/2 Meg and Clock add £5	

ART & SOUND

Studio Magik	£52.99	Mastersound	£32.99
Fantavision	£24.99	Can Do	£69.99
A.M.O.S.	£32.99	Quartet	£34.99
Photon Paint II	£14.99	Music X	£64.99
Deluxe Video III	£59.99	Music X Enhanced 1.1	£67.99
Deluxe Music Cons. Set	£49.99	Music X Junior	£47.99
Deluxe Paint II	£9.99	Sound Express	£34.99

TOP 50 CHART

Unreal	£20.99	Projectyle	£16.99
Codename Iceman	£23.99	Colonels Bequest	£26.99
Midnight Resistance	£16.99	Imperium	£16.99
Beast 2	£21.99	Skidz	£13.99
688 Attack Sub	£16.99	International 3D Tennis	£15.99
Kick Off + World Cup	£16.99	Operation Stealth	£17.99
Mad Prof. Moriarty	£13.99	Pools of Radiance	£20.99
Corporation	£16.99	Starlight	£17.99
Chase HQ	£16.99	Back to the Future 2	£17.99
Space Ace	£26.99	Wings	£20.99
Rainbow Islands	£16.99	Falcon Mission Disc 2	£14.99
X-Out	£13.99	Paranoid 90	£17.99
Klax	£9.99	Battlemaster	£19.99
Midwinter	£18.99	Oriental Games	£17.99
Their Finest Hour	£19.99	Days of Thunder	£17.99
Leisuresuit Larry 3	£26.99	Budokhan	£17.99
Turrican	£13.99	Murder	£17.99
F29 Retaliator	£16.99	Monty Python's Flying Circus	£14.99
Damocles	£14.99	Sword of Aragon	£20.99
Hero's Quest (1 Meg)	£23.99	Team Yankee	£18.99
Rourke's Drift	£14.99	Torvak the Warrior	£17.99
Flood	£16.99	Time Machine	£17.99
Neuromancer (1 Meg)	£16.99	F19 Stealth Fighter	£18.99
Lost Patrol	£16.99	Cops Up	£13.99
Red Storm Rising	£16.99	Supremacy	£20.99
Shadow Warrior	£16.99		

STAR WARS TRILOGY - ONLY £9.99

Star Wars, Empire Strikes Back, Return of the Jedi

MAGNUM 4 ONLY £18.99

Double Dragon, Batman Caped Crusader, Operation Wolf, Afterburner

COMPUTER HITS II-ONLY £8.99

Tetris, Black Shadow, Golden Path, Joe Blade

WORLD CUP COMPILATION-ONLY £14.99

Tracksuit Manager, Kick Off, International Soccer

POWER PACK - ONLY £19.99

Xenon 2, Bloodwych, T.V. Sports Football, Lombard Rally

HOYLES BOOK OF GAMES - ONLY £14.99

Solitaire, Gin Rummy, Crazy 8's, Old Maid, Cribbage, Hearts

SUPREME CHALLENGE FLIGHT COMMAND - ONLY £14.99

Eliminator, Skychase, Strike Force Harrier, Lancaster, Skyfox II

TRIAD 3 - ONLY £19.99

rocket Ranger, Speedball, Blood Money

MIND GAMES - ONLY £16.99

Austerlitz, Waterloo, Conflict Europe

WICKED GAMES PACK - ONLY £7.99

Bouncer, Paccie, Backgammon, Invaders, Ball Raider II, Swooper, Spaceballer, Diablo, Zitrax, Othello

SPECIAL OFFERS

Airborne Ranger	£9.99	Baal	£4.99	Dynamite Dux	£7.99
Silent Service	£8.99	Menace	£4.99	Lombard RAC Rally	£9.99
Grand Prix Circuit	£8.99	Ballistix	£4.99	Art of Chess	£4.99
The Cycles	£8.99	Laser Squad	£6.99	Manic Miner	£7.99
Dizzy Dice	£3.99	Tank Attack	£7.99	Tower of Babel	£8.99
Barbarian 2	£7.99	Bloodwych	£9.99	Weird Dreams	£8.99
Running Man	£4.99	Interphase	£7.99	Mr Heli	£8.99
Ingrids Back	£7.99	Treasure Island Dizzy	£4.99	Infestation	£9.99
Annals of Rome	£7.99	Gauntlet II	£7.99	Galdregons Domain	£5.99
Pacmania	£7.99	Spy Vs Spy	£4.99	Commando	£4.99
Leaderboard	£6.99	Spy Vs Spy II	£4.99	Rick Dangerous	£9.99
Marble Madness	£7.99	Spy Vs Spy III	£4.99	Stunt Car Racer	£9.99
Bards Tale I	£7.99	Thunderbirds	£4.99	R.V.F. Honda	£9.99
Dragon Spirit	£4.99	Fball Man. II + Exp Kit	£12.99	P-47 Thunderbolt	£7.99
Shufflepack Cafe	£4.99	Daily Double Horse	£4.99	Austerlitz	£8.99
T.V. Sports Football	£12.99	Racing	£9.99	Tusker	£9.99
Brian Clough's Football	£6.99	Centrefold Squares	£7.99	Balance of Power	£7.99
Kristal	£9.99	Captain Blood	£4.99	Gin & Cribbage	£9.99
Lords of the Rising Sun	£11.99	Drum Studio	£4.99	Tin Tin on the Moon	£4.99
Hunt for Red October	£9.99	Sim City	£14.99	Jumping Jackson	£9.99
Pacland	£7.99	Drakken	£14.99	Murder in Venice	£7.99
Quest for the Time Bird	£9.99	North and South	£9.99	Stir Crazy Bobo	£7.99
Blasteroids	£4.99	Millennium 2.2	£9.99	Safari Guns	£4.99
Trivial Pursuits	£9.99	Blood Money	£6.99	T.V. Sports Basketball	£14.99
Cyberoid II	£4.99	Boulderdash Const. Kit	£4.99		

CLASSIC COLLECTION

Pirates	£16.99
Sherman M4	£16.99
Ultimate Golf	£16.99
Conqueror	£16.99
Dungeon Master (1 Meg)	£16.99
Dungeon Master Editor	£7.99
Battlechess	£16.99
Colossus Chess X	£12.99
Steve Davis Snooker	£9.99
Kings Quest Triple Pack	£24.99
Falcon	£19.99
Flight Simulator II	£24.99
Scenery Disc 7, 9 or 11	£10.99
Scenery Disc Japan or Europe	£10.99
War in Middle Earth	£13.99
Robocop	£16.99
Twin World	£16.99
Deluxe Scrabble	£13.99
Dragons Lair (1 Meg)	£26.99
Bards Tale II	£16.99
Ferrari Formula 1	£16.99
Ultima IV	£16.99
Zak McKracken	£16.99
Forgotten Worlds	£13.99
Test Drive II	£16.99
Balance of Power 1990	£19.99
Indy Jones The Adventure	£16.99
Kick Off	£9.99
Kick Mission Disc	£13.99
Populous	£16.99
Populous Promised Lands	£7.99
Super Cars (T.D. II Disc)	£8.99
California Challenge (T.D. II Disc)	£8.99
Elite	£14.99
Gunship	£12.99
Microprose Soccer	£8.99
Carrier Command	£10.99
Dragons Flame	£16.99
Hillstar	£16.99
Gold of the Americas	£16.99
Leisuresuit Larry I	£16.99
Leisuresuit Larry II	£17.99
Space Rogue	£18.99
Heroes of the Lance	£16.99
Manhunter of New York	£19.99
Postman Pat	£6.99
Virus Killer	£7.99
Red Lightning	£19.99
European Space Shuttle	£24.99
Bridge Player 2150	£19.99
Kick Off Extra Time	£5.99
Manic Mansions	£16.99
Keef the Thief	£16.99
Austerlitz	£9.99
Full Metal Planet	£16.99
Gazza Soccer	£14.99
F16 Combat Pilot	£16.99
Untouchables	£16.99
Hound of Shadow	£16.99
European Challenge (TD II Disc)	£8.99
Muscle Cars (TD II Disc)	£8.99
Risk	£13.99
Bomber	£19.99
Iron Lord	£16.99
Stunt Car Racer	£16.99
Knights of Crystallion	£20.99
Pro Tennis Tour	£16.99
Dragons Breath	£19.99
Operation Thunderbolt	£17.99
Manchester United	£16.99
Player Manager	£12.99
Pipemania	£16.99
Esc. Singes Castle	£29.99
Ivanhoe	£16.99
Castle Master	£16.99
Warhead	£16.99
Dynasty Wars	£16.99
Conquest of Camelot	£27.99
Police Quest 2 (1 Meg)	£24.99

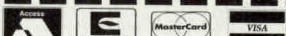
EDUCATIONAL

Discover Chemistry	£13.99	Discovery Maths	£19.99
Discover Maths	£13.99	My Paint	£24.99
Discover Numbers	£13.99	Discovery Spelling	£19.99
Discover the Alphabet	£13.99	First Letters + Words	£19.99
Fun School II (under 6)	£12.99	First Shapes	£19.99
Fun School II 6-8	£12.99	Dinosaur Discovery Kit	£19.99
Fun School II 8+	£12.99	Puzzle Storybook	£19.99
Kid Talk	£19.99	Rhyming Notebook	£19.99
Maths Talk	£19.99	Discovery Exp. Discs	£9.99

Please note that not all forthcoming attractions are released at the scheduled time.
These will be despatched within 24 hours of release, subject to availability.

UNIT 6 & 7 ACACIA CLOSE, CHERRY COURT WAY IND. EST. STANBRIDGE ROAD, LEIGHTON BUZZARD, BEDS LU7 8QE (Personal Callers Welcome)

ORDER FORM



AMIGA ACTION NOV

Please supply me with the following for

Date:

Computer

Name:

Titles

Price

Address:

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

Please make cheques
& PO payable to
Turbosoft

Orders under £5 please add
50p per item. Over £5 p&p **FREE**
in UK. Elsewhere please add
£1.50 per item.

N.B. Please state clearly
mode of computer & also
cassette or disc when ordering

PUZZNIC

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the

blocks and make them disappear.
Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!



Ocean Software Limited, 6 Central Street, Manchester, M2 5NS
Telephone: 061 832 6636 Telex: 669977 OCEANS G Fax: 061 834 0630

"TAKES YOUR BREATH AWAY"

OPERATION HARRIER

**INTELLIGENCE INDICATES -
MEMBERS OF ENEMY
HI-COMMAND ON CRUISER
NEAR NORTH ISLAND,
MIDDLE EAST.**

**YOUR MISSION... SINK THE
ENEMY CRUISER.**

**YOU WANT A REVOLUTION?...
...YOU'VE GOT IT !!**

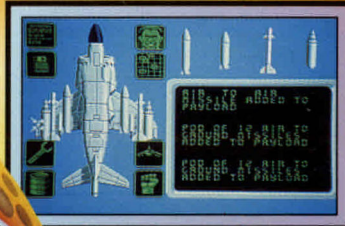
ROTOSCAPE combines the colourful detail of large sprites with the complete freedom to move around a background of polygon constructed landscapes. Watch in amazement as this detailed background zooms, scrolls and rotates through 360° around you, giving an incredibly lifelike feel to the game.



Screen shots from Atari ST version



Screen shots from Amiga version



**ATARI ST,
CBM AMIGA, PC
& COMPATIBLES
(EGA/CGA/VGA/
TANDY/ROLAND/
AD-LIB)**

U.S. Gold Ltd, Units 2/3
Holford Way, Holford,
Birmingham B6 7AX.
Tel: 021 625 3388.

U.S. GOLD

Operation Harrier © 1990
U.S. GOLD LTD/
Creative Materials Ltd.
All rights reserved.
ROTOSCAPE © 1990
Creative Materials Ltd.
All rights reserved.
Unauthorised copying,
lending or resale by
any means strictly prohibited.

ROTOSCAPE
IT'S
A
REVOLUTION

Screen shots are only intended to be illustrative of the game, play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.